CYRODIIL

GAZETTEER

Cyrodiil Gazetteer

Once the prosperous seat of the Second Empire, Cyrodiil has fallen on hard times since the Ruby Throne was left without a legitimate heir. The Imperial City has been sacked by Black Worm cultists, who have made some dark pact with Oblivion and appear to be responsible for the Dark Anchors dropping all over Tamriel. Perhaps more devastating to the land itself is the ongoing Three Banners War, as the three military alliances vying for the throne (as well as the remnant of the old Empire, bolstered by the Black Worm Cult) have seen fit to make Cyrodiil a perpetual front in their destructive conflict. These days, any traveler on the roads of Cyrodiil had best be wary of passersby, as one never knows whose side they're on – or whose side currently has the upper hand in the war.

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OVERLAND MECHANICS

In Cyrodiil, the remnants of the Empire clash with forces of the Aldmeri Dominion, Ebonheart Pact, and Daggerfall Covenant on the front lines of the Three Banners War. The Battlefront Track on the overland map measures each faction's current standing in the ever-changing conflict. At the start of each session, place a token on the Empire Remnant space. Then, place a token on top of the token. The token is the battlefront token, and it tracks the shifting balance of power in the Three Banners War. The token represents the dominant faction, which is currently maintaining the most control in the province. When triggering the Activate Province Effect step, advance the battlefront token toward the faction determined by the day's icon. The battlefront token moves along the printed lines, and may move onto and through the Empire Remnant space. If the battlefront token would advance to either the Aldmeri Dominion, Ebonheart Pact, or Daggerfall Covenant space, it stays where it is and you instead place the token on that faction's space, making that faction the dominant faction. The Empire Remnant faction does not become dominant when the token moves onto its space; it only becomes dominant when specific effects say to set the Empire Remnant as the dominant faction.

The dominant faction affects some encounters, as well as enemy skill: **Native** (**Detain**), but it primarily affects towns. Encounters in towns with the Shifting Tides town effect are modified based on the dominant faction.

The Shifting Tides dominant effects are as follows:

Aldmeri Dominion: Add 3 or 2 to each town's shop, if the town has a shop. All trainers are closed.

Daggerfall Covenant: Add 3 random skill lines to the number available at the trainers, if the town has trainers. All shops are closed.

Ebonheart Pact: When an adventurer takes a guild kiosk town action, they gain 2 tenacity. Alchemy stations may refresh up to 3 instead of 1. All town squares and quest boards are closed.

Empire Remnant: Each adventurer gets 1 fewer town action. Imperial adventurers may spend 2 tenacity to ignore this effect for themselves.

During the Activate Province Effect step in the End of Day Phase, apply the following effect according to the overland icon drawn:

Advance the battlefront token 1 space toward the Aldmeri Dominion.

Advance the battlefront token 1 space toward the Ebonheart Pact.

Advance the battlefront token 1 space toward the Daggerfall Covenant.

No Icon: Set the Empire Remnant faction as the dominant faction and place the battlefront token in the Empire Remnant space.

NATIVE SKILL

Detain: When this unit determines a target, its target must exhaust an available skill die. If the Empire Remnant is dominant, the skill die is drained instead.

DELVE FEATURE

Delves in Cyrodiil routinely feature unique quest units which will challenge you in combat. Set aside quest units: **Ayleid Spirit Hunter**, **Paradax Verus**, and **Zazita-do**. When any of these units is defeated, log it in your campaign journal. After being defeated, these units cannot deploy again for the rest of the campaign unless game text specifically states that they deploy even if they have already been defeated.

TRAVELING CARAVAN

The shifting battlefields of Cyrodiil are best avoided, but the enterprising adventurer can take advantage of the chaos, disguising their identity or slipping away from pursuers under cover of combat. As you find yourself in the presence of a caravan that's braved this war-pocked land, you consider your next move and contemplate a different life.

Remake Yourself: At least 1 adventurer must take a trainer town action this encounter. If the adventurer who visits the trainer has already filled all of their attribute slots, they must replace a trained skill line with a skill line from the trainer. Any skill dice already trained in the original line are untrained and replaced with skill dice of equal or lesser levels from the new line. If the adventurer already has the available skill line trained, they must draw a random untrained skill line to train.

Battlefield Salvagers

Common: 2

Legendary: 2

Trainers Available: 1

Inn: Closed

Quest Board

Guild Kiosk: Closed

Town Square

News from the Front: Resolve any 1 faction's Shifting Tides dominant effect for this town encounter. You may update the town to reflect this effect. If this effect would close certain town features, you may choose to ignore that part of the effect.

Alchemy Station

BRUMA

Bruma is among the most decimated cities in Cyrodiil. Its shifting loyalties in the Three Banners War have brought destruction, and the city has also been menaced by a nearby Dark Anchor and its associated army of Daedra, leaving survivors afraid and mistrustful.

Shadowed Path Secrets: At the start of this encounter, the party may make a social check (x 2). If successful, the party may search the Conflict Overland Deck for the next delve encounter and set it aside. Then, shuffle the deck and place the delve encounter on top.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Shop: Closed

Common: 0

Legendary: 0

Trainers Available: 4

Bruma Chapel

Quest Board

Guild Kiosk: Closed

Town Square

Dark Anchor (group): Initiate the following clash:

Increase the calculated EP by + 2. When deploying enemies, use as many enemies as possible. If the encounter is successful, each adventurer may immediately train a skill die for free. Regardless of success, this town square becomes closed for the rest of the session. Log this in your campaign journal.

Battle Map Setup:

BATTLE OBJECTIVE - CONQUER

Alchemy Station

CASTLE BLACK BOOT

Castle Black Boot is a frequently-contested stronghold most often in the possession of the Aldmeri Dominion. It is a strategically important garrison, protecting a massive gate to Elsweyr just beyond the region of Reaper's March.

Dominion Control: At the start of this encounter, the party must make a social check (Ω x 4). If the Aldmeri Dominion is dominant, or if it is day 1, this check is automatically successful. Each High Elf, Khajiit, and Wood Elf adventurer may reduce the difficulty of this check by 1. If unsuccessful, Castle Black Boot is closed for this encounter and you must proceed directly to the End of Day Phase.

Shifting Tides: Apply the dominant faction's effect for this town encounter. This effect is ignored on day 1.

Aldmeri Traders

Common: 5

Legendary: 1

Trainers Available: 6

Black Boot Barracks

Quest Board

Guild Kiosk

Town Square

Gate to Elsweyr: Gain 2 tenacity.

Alchemy Station

CASTLE BLOODMAYNE

A Dominion stronghold in the Three Banners War, Castle Bloodmayne is a frequent site of sieges and counterassaults. Those seeking connection with the natural world might be pleased to visit the nearby Bloodmayne Cave, where a variety of wild and dangerous animals can be found roaming free.

Dominion Control: At the start of this encounter, the party must make a social check (Ω x 3). If the Aldmeri Dominion is dominant, this check is automatically successful. Each High Elf, Khajiit, and Wood Elf adventurer may reduce the difficulty of this check by 1. If unsuccessful, the inn is closed for this encounter.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Aldmeri Traders

Common: 2

Legendary: 2

Trainers Available: 3

Bloodmayne Barracks

Quest Board: Closed

Guild Kiosk

Town Square

Bloodmayne Cave (group): Choose 1 of the following level 1 enemies: **Spriggan**, **Wolf**, **Bog Dog** (BM), **Boar** (CY), or **Hoarvor** (VW). This enemy becomes a companion controlled by the party.

Alchemy Station

CHALMAN KEEP

Though most often controlled by the Ebonheart Pact, Chalman Keep's strategic importance in central Cyrodiil makes it a frequent target of the other factions in the Three Banners War. "Those Who Stood at Chalman Keep" is a famous Tamrielic song about the participants in a particularly bloody battle at the site.

Pact Control: At the start of this encounter, the party must make a social check (x 3). If the Ebonheart Pact is dominant, this check is automatically successful. Each Argonian, Dark Elf, and Nord adventurer may reduce the difficulty of this check by 1. If unsuccessful, the shop and trainers are closed for this encounter.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Ebonheart Traders

Common: 4

Legendary: 0

Trainers Available: 3

Chalman Barracks

Quest Board: Closed

Guild Kiosk

Town Square

Those Who Stood (group): Advance the battlefront token 2 spaces away from the current dominant faction. Skip today's Activate Province Effect step.

Alchemy Station

CHEYDINHAL

The lands around Cheydinhal have been plunged into the Three Banners War, but Cheydinhal faces an internal conflict of its own. A thriving resistance movement has formed against remnants of the Imperial Legion, which still claims official dominion over the city.

Resistance Allies: At the start of this encounter, the party may make a social check (x 2). If successful, the party may search the Conflict Overland Deck for the next delve encounter and set it aside. Shuffle the deck and place the delve encounter on top.

Vita Macer, local merchant

Common: 1

Legendary: 3

Trainers Available: 5

Cheydinhal Cathedral

Quest Board

Guild Kiosk

Town Square

Imperial Discontent: If the Empire Remnant is not dominant, advance the battlefront token 1 space in any direction.

Alchemy Station

CHORROL

Once known as an informal merchant meeting spot called "Little Oak Place," Chorrol eventually became a thriving commercial center in the heart of Cyrodiil. A few years ago, however, the first in a series of horrific earthquakes struck the area, killing many of the town's residents and summoning deadly flame atronachs. Those who remain must tread carefully and trust sparingly.

Little Oak Place: After each time an item is gained from the shop, immediately refill the shop with a new item from the corresponding deck.

Chorrol Storehouse

Common: 4

Legendary: 1

Trainers Available: 4

Oak and Crosier

Quest Board

Guild Kiosk: Closed

Town Square

Magma Fissure (group): During today's Reward Phase, adventurers gain a collective total of 4 bonus XP and set aside level 20: **Flame Atronach**. This town square becomes closed for the rest of the session. Log this in your campaign journal. Then, gain the following **Persistent** effect: At the start of the next clash, add level 20: **Flame Atronach** to the EP and deploy it last.

Alchemy Station

CROPSFORD

Cropsford is a large farming town in southern Cyrodiil. Perhaps thanks to its ready supply of foodstuffs, it is frequently the target of sorties from the three alliances, as well as raids by the nearby Bloody Hand goblin clan.

Definitely Appropriate: At the start of this encounter, the party may freely gain the **Seems Like Appropriate Business** side quest, if possible.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Dralen's Warehouse

Common: 4

Legendary: 2

Trainers Available: 4

Cropsford Safe House

Quest Board

Guild Kiosk: Closed

Town Hall: Closed

Alchemy Station

FORT ASH

A central Cyrodiil keep most commonly controlled by the Daggerfall Covenant, Fort Ash is a central hub of the transitus network frequently used to transport troops from place to place around the province. It is also self-sustaining, thanks to a farm, lumber mill, and mine on the premises, making it an even more valuable strategic holding.

Covenant Control: At the start of this encounter, the party must make a social check (x 3). If the Daggerfall Covenant is dominant, this check is automatically successful. Each Breton, Orc, and Redguard adventurer may reduce the difficulty of this check by 1. If unsuccessful, the inn is closed for this encounter.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Daggerfall Traders

Common: 2

Legendary: 2

Trainers Available: 3

Fort Ash Barracks

Quest Board: Closed

Guild Kiosk

Town Square: Closed

Alchemy Station

FORT WARDEN

Fort Warden is a key piece of the Daggerfall Covenant's war strategy in Cyrodiil. It sits at a gateway to Covenant lands, at a chokepoint that leads directly into the heart of the Craglorn region. Its loss would be devastating to the Covenant.

Covenant Control: At the start of this encounter, the party must make a social check (x 4). If the Daggerfall Covenant is dominant, this check is automatically successful. Each Breton, Orc, and Redguard adventurer may reduce the difficulty of this check by 1. If unsuccessful, Fort Warden is closed for this encounter and you must proceed directly to the End of Day Phase.

Shifting Tides: Apply the dominant faction's effect for this town encounter. This effect is ignored on day 1.

Daggerfall Traders

Common: 4 **Legendary: 1**

Trainers Available: 6

Fort Warden Barracks

Quest Board

Guild Kiosk

Town Square

Alchemy Station: Closed

Gate to Craglorn (group): During today's Activate Province Effect step, the party must choose to either ignore or double the effect of the day's overland icon. If there is no icon, the party must skip the regular effect and choose 1 of the 3 icons to resolve once.

IMPERIAL CITY

Desolate and deadly, the once-great Imperial City now sits on the verge of collapse, occupied only by Black Worm cultists and all manner of Daedra. It holds some attraction for those seeking dark power, but such people find it difficult to resist that power's all-consuming corruption.

Black Worm Influence: Skip today's Adventurers Rest step. All skill tokens from the trainer bag are available for this encounter, but each time an adventurer trains a skill line, they must gain 1 overfatigue. Imperial adventurers may choose to gain light fatigue instead.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Shop: Closed

Common: 0 | **Legendary: 0**

Trainers Available: All

Inn: Closed

Quest Board: Closed

Guild Kiosk: Closed

Town Square

Dark Machinations (group): Advance the battlefront token as many spaces as you would like in any direction. Each adventurer is dealt 1 true damage for each space it is moved.

Alchemy Station

KINGSCREST KEEP

Kingscrest Keep is a vital link in the chain of Ebonheart Pact holdings in Cyrodiil. A group of smugglers is rumored to have taken up residence in the nearby (and notoriously dangerous) Kingscrest Cavern, but thus far, any attempts at "doing business" in the area have been thwarted by the Pact military.

Pact Control: At the start of this encounter, the party must make a social check (x 4). If the Ebonheart Pact is dominant, or if it is day 1, this check is automatically successful. Each Argonian, Dark Elf, and Nord adventurer may reduce the difficulty of this check by 1. If the check is unsuccessful, Kingscrest Keep is closed for this encounter and you must proceed directly to the End of Day Phase.

Shifting Tides: Apply the dominant faction's effect for this town encounter. Ignore this effect on day 1.

Ebonheart Traders

Common: 5 **Legendary: 2**

Trainers Available: 6

Kingscrest Barracks

Quest Board

Guild Kiosk

Town Square

Alchemy Station: Closed

Kingscrest Cavern (group): Add 3 to the shop. Set aside level 5: **Spider** with full HP. It then gains x2 additional HP (may exceed Health stat). Gain the following **Persistent** effect: The next time there is an unoccupied enemy deployment hex in a battle after deploying the rest of the EP, add the Spider to the EP and deploy it last with its current HP.

After resolving this action, each adventurer gains an additional town action.

VLASTARUS

Soldiers and adventurers alike relish the chance to trade with the citizens of Vlastarus. The hardworking blacksmiths of the town will happily part with their mastercraft weapons and armor to keep their home safe.

Armory Stock: All items in the shop must be or . All items that are drawn and replaced when populating the shop are shuffled back into their respective decks afterwards. The shop remains open even if the Daggerfall Covenant is the dominant faction.

Shifting Tides: Apply the dominant faction's effect for this town encounter.

Vlastarus Armory

Common: 2

Legendary: 1

Trainers Available: 4

Watchtower Tavern

Quest Board

Guild Kiosk

Town Square: Closed

Alchemy Station

A01 Sewergate
Complexity: 3
Mages Guild

Session Snapshot: *Recruit an ally in a clash before engaging in a multi-step dungeon encounter.*

Iudex Ovidius, a prominent authority in the guild's internal disciplinary system, has taken an interest in you. You receive a letter from him asking to meet you at the Ayleid ruin of Sedor. He claims to have a lead on some important documents left behind in Imperial City when the Mages Guild was forced to flee from its former headquarters. Apparently, he could use some backup, as he's been tracking a cultist who knows something about the documents.

Starting Location: Fort Warden

Special Setup Instructions:

Set aside quest unit: **Iudex Ovidius**.

Quest Objective:

Travel to Sedor and initiate the following clash (recommended by day 6).

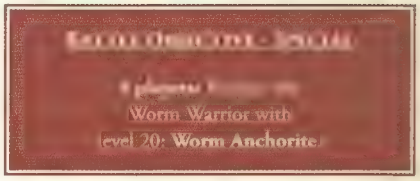
Add level 10: **Worm Warrior** to the EP and deploy it first. The encounter is failed if either the Worm Warrior or Iudex Ovidius is defeated.

For this encounter, Iudex Ovidius is a companion controlled by the party. He may only target a single enemy when engaging. While adjacent to the Worm Warrior, Iudex Ovidius may forgo his engage to bind to the Worm Warrior. They remain bound for the rest of the encounter.

While the Worm Warrior is bound to Iudex Ovidius, it does not move or engage on its turn. However, it deals 1 true damage to Iudex Ovidius. When Iudex Ovidius moves, the Worm Warrior must also move with him, immediately entering the hex Iudex Ovidius previously moved out of, so that they are always adjacent.

This encounter is successful at the end of the round in which Iudex Ovidius is bound to the Worm Warrior and all other enemies are defeated. Set aside both units.

Battle Map Setup:



Rewards: 2

When completed, go to entry: B02 *(pg. 26)*

A07 The Cyrodiil Papers
Complexity: 3
Thieves Guild

Session Snapshot: *Try to avoid feeding a powerful gem as you prepare for a multi-step dungeon.*

You get a high-priority, high-risk job that you're been assured will pay well. An anonymous, taciturn Redguard has hired the Thieves Guild to retrieve some important documentation that has been hidden deep within the sewers below Imperial City. He does not want to know the methods used to obtain such documents, and that's probably a good thing, as your guild contact puts you in touch with an ostracized Black Worm cultist who is said to be well acquainted with the city's dank underground passages. Unfortunately for you, the cultist is currently being held captive by a mercenary group near an abandoned homestead called Harlun's Watch. Breaking out a death-worshipping madman isn't high on your list of priorities, but perhaps you can spring him, get what you need, and leave him tied up for other interested parties to collect.

Starting Location: Kingscrest Keep

Special Setup Instructions:

Set aside quest unit: **Iudex Ovidius**.

Quest Objective:

Travel to Harlun's Watch and initiate the following clash (recommended by day 5).

Deploy level 10: **Worm Warrior** to Hex A. For this clash, it is a companion controlled by the party.

Add +1 level 1 enemies to the EP and deploy them last. If you are in Session 2, add level 5 enemies instead.

All enemies gain enemy skill: **Rally**. If a level 1 enemy triggers Rally, it deploys a new level 1 enemy to its hex. This new enemy gains a Daze status die.

The caches are gibbet cage locks. Adventurers may move onto gibbet cage locks, initiating a lockpick check. After an adventurer successfully lockpicks a gibbet cage lock, the drawn item is discarded. After an unsuccessful lockpick check, the adventurer is dealt 1 true damage (but the lock is still discarded). If a non-adventurer moves onto a gibbet cage lock, that unit is dealt 1 true damage and the lock is discarded. Enemies treat gibbet cage locks as impassable when determining their movement and destination hexes, but they may be moved into these hexes through other effects.

When the Worm Warrior would take its turn, you may choose to skip its turn. The first time the Worm Warrior takes its turn, it is dealt true damage equal to the number of gibbet cage locks still in play.

This encounter is successful at the end of a round in which at least 1 adventurer and the Worm Warrior are occupying the entrance tile.

If the encounter is successful and all enemies are defeated or otherwise removed at the end of the clash, gain an additional 2 XP during the Reward Phase.

Battle Map Setup:

Battle Objective - Special

3+ players: Flip all caches to .

Rewards: 1

When completed, go to entry: B08 *(pg. 26)*

Flame Out

Fighters Guild

A12

Complexity: 2

Session Snapshot: *Fight in clashes and take command of the battlefront token to prevent the Empire Remnant from making your final battle harder.*

You're approached by an Argonian named Picks-Many-Fights, a Fighters Guild member of regional repute who says he has a job for you.

"A third party has hired the guild to root out the influence of some cultists in the region," he says. "Group's called the Order of the Waking Flame. They're dedicated to Mehrunes Dagon, the Daedric Prince of Destruction. The three alliances tend to get a bit territorial with guild work on the front lines of the war, but in this case, all parties involved agree that taking the cultists out would be in their best interest, and the Pact has given us an entry point in Kingscrest Keep."

Picks-Many-Fights hands you a map marked with known haunts of the cult.

"Cyrodiil is a prime location for the Waking Flame, as it allows them ample bodies to slake Dagon's appetite for destruction," he continues. "Only ones uninterested in the cult's removal seem to be the Empire. Could be that they're benefiting from the chaos the cult is causing, or else there's some kind of handshake agreement going on there. After all, everybody knows the Cult of the Black Worm is tied up with what's left of Imperial leadership. Maybe the Daedra are using teamwork for once?"

Starting Location: Kingscrest Keep

Special Setup Instructions:
Set aside quest unit: **Anchorite Deslandra**.

Quest Objective:
Successfully complete 2 or more conflict overland encounters (recommended by day 11). After completing your second conflict overland encounter, you may choose to proceed to Quest Step **B13** at the end of any day. If the Empire Remnant is dominant when you proceed to Quest Step **B13**, the final step will be harder.

Ongoing Step Effects:
During the Activate Province Effect step, the overland icons do not trigger unless adventurers collectively spend tenacity. Blank results still trigger normally unless the adventurers collectively spend tenacity.

Each time you successfully complete a or encounter choice, you may advance the battlefront token 1 space in any direction.

Rewards: 0

When completed, go to entry: B13 *(pg. 27)*

A15 Extinguishing the Flame

Complexity: 2

Dark Brotherhood

Session Snapshot: *Assassinate targets while keeping your body count low as towns continue to close themselves off to you.*

You're summoned by Dark Brotherhood Matron Astara Caerellius, who informs you that the Black Sacrament has been initiated. The Brotherhood has procured a new contract from the Mages Guild, of all places.

"They don't want to get their hands dirty, and they don't want anyone to know they got our hands dirty, so keep this one extra-quiet," Caerellius instructs, furrowing her stern Imperial brow at you.

"The guild has it on good authority that some members of a cult called the Order of the Waking Flame have infiltrated high-level leadership positions in the armies of the three alliances," she continues. "Your job is to eliminate them, with – and the guild was sure to demand this – as little collateral damage as possible. Move quickly. Each time you off one of the targets, their alliance is likely to throw more of their efforts into chasing you down."

Starting Location: Castle Black Boot

Special Setup Instructions:
Designate an area to place set-aside HP chips, which will be used per quest instructions.

Quest Objective:
Travel to Vlastarus or Castle Bloodmayne and initiate the following clash (recommended by day 3).

Add level 1 enemies to the EP and deploy them last. The first enemy deployed must be .

Each time a party member defeats an enemy that is not the Hex 1 enemy, set aside an HP chip.

Battle Map Setup:

BATTLE OBJECTIVE - ELIMINATE HEX 1 ENEMY

3+ players: The first enemy deploys with additional HP equal to .

Rewards: 2

When completed, go to entry: B16 *(pg. 28)*

Artifact or Artifiction

Undaunted

A20
Complexity: 2

Session Snapshot: *Make all three alliances dominant in turn before entering a final delve.*

Having an opinion about the state of the Empire or the Three Banners War is neither exciting nor high-paying, and as such, those topics are of little interest to the Undaunted. What is very much of interest is the promise of hidden treasure, and in this case, the Three Banners War and the potential for riches have aligned.

The Arcane University in Imperial City used to be the Mages Guild's central headquarters in Tamriel before the city was ravaged by Daedra and the Black Worm Cult. At that time, many of the university's valuable and powerful magic artifacts were looted.

Recently, however, an enigmatic freedom fighter in Imperial City calling herself the Drake of Blades has claimed that she helped spirit many of the Guild's most valuable prizes out of the university before the cultists could take possession, secreting them away somewhere underground. The Undaunted would love to find this secret hiding place, and you would love to be the Undaunted who does it. Before you can, however, you'll need to make contact with a variety of characters in Cyrodiil who claim to have knowledge of the Drake's plans. Hopefully, the favors they ask of you won't be too onerous, allowing you to find what you seek before any potential competitor gets there first.

Starting Location: Fort Warden

Special Setup Instructions:

Set aside quest unit: **Anchorite Deslandra**.

Quest Objective:

After all 4 factions have been dominant at least once, travel to any conflict or unstable landmark and choose to initiate the following delve instead of drawing an encounter for the day, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Gain ☊ + 2 skyshards. If you are in Session 2, you must gain 1 additional skyshard.

After you gain 3 skyshards, deploy quest unit: **Anchorite Deslandra** to the closest unoccupied hex to the adventurer who gained the last skyshard.

Depending on the dominant faction at the start of the delve, resolve the following modification:

Empire Remnant: You must gain 1 additional skyshard.

Aldmeri Dominion: Each adventurer sets aside a Stealth status die. At the end of their turn, they may choose to gain this die.

Daggerfall Covenant: Each adventurer heals to full HP and clears their cooldown track.

Ebonheart Pact: You may draw 5 - ☊ delve cards and reveal their tiles. Draw and reveal them one at a time, placing them as if you are exploring the delve normally. Deploy enemies and place caches and effect cards as normal, but ignore all "When Revealed" text. If a tile cannot be placed during this setup, do not gain a skyshard (but it still counts toward the number of delve cards you get to draw).

If you are playing on Apprentice difficulty, each adventurer may heal for 1 HP after each time a skyshard is gained.

Ongoing Step Effects:

When a faction becomes dominant for the first time, place a ⩛ token by that faction's space to track that it has been dominant.

During the Activate Province Effect step, adventurers may collectively spend ☊ x 2 tenacity to ignore the overland icon(s). After the Activate Province Effect step, adventurers may collectively spend ☊ tenacity to advance the battlefront token 1 space in any direction. They may do this more than once per step if they have the tenacity to spend.

Rewards: 4 ✵

When completed, go to entry: E21 *(pg. 43)*

A22 The Early Guild Gets the Black Worm

Complexity: 1

Outer Watch

Session Snapshot: *Try to keep the Empire Remnant from becoming dominant, completing battles when you can.*

Outer Watch operations leader Bedeam tells you the group has learned what the secretive Wood Elf Deslandra is up to in Cyrodiil.

"It appears she's at the center of multiple interlocking undercover operations in this region, most notably within the Order of the Black Worm itself," he says. "We suspect she is using this connection to gain more knowledge of and access to the strange convergence going on right now between Tamriel and Oblivion, though to what end, we're not yet sure. For whatever reason, she's either built up a lot of trust or at least a reliable power base within the cult, and she's able to direct her loyal subordinates to do her bidding under the Black Worm Cult's auspices."

He pauses to rub his temples.

"Broad strokes, the Outer Watch is in favor of anything that will bring the Three Banners War to a quick and peaceful end," he says, "but even more importantly, whatever Deslandra is planning can't be allowed to succeed. I'd like you to team up with whichever alliance you think has the best shot at curbing her influence. I'd wager most of them will jump at the prospect of dealing a blow to the Black Worm, even if Deslandra's not really a true cultist."

Starting Location: Kingscrest Keep

Special Setup Instructions:

Choose to ally yourself with the Aldmeri Dominion, Daggerfall Covenant, or Ebonheart Pact. Set this faction as the dominant faction, and place the battlefront token in the closest space to this faction. Place a ▼ token next to your allied faction to track.

Quest Objective:

Succeed at an overland encounter at 3 different conflict landmarks while the Empire Remnant is not dominant (recommended by day 12, initiates the end of the quest).

When initiating the third and final encounter, you must continue to draw overland encounters until you draw 1 with a clash option. This clash option must be taken, and you must use the end of session difficulty EP when completing it.

Ongoing Step Effects:

Each time the battlefront token ends its movement on the Empire Remnant space, set the Empire Remnant as the dominant faction.

At the start of each Overland Phase, you may look at the overland icon on the top peaceful encounter card. If you succeed at an encounter on an unstable landmark, you may choose either to ignore the overland icon during the day's Activate Province Effect step, or to resolve its effect twice.

At the start of each battle, if your allied faction is dominant, resolve the following effect:

Aldmeri Dominion: Each adventurer may temporarily increase their Magicka or Stamina stat by 1 for this battle.

Ebonheart Pact: At the start of each round, each adventurer gains 1 tenacity.

Daggerfall Covenant: At the start of the battle, each adventurer may draw 1 .

Rewards: 1

When completed, go to entry: E23 *(pg. 43)*

Strange Bedfellows

Psijic Order

A24

Complexity: 2

Session Snapshot: *Undertake a combination of battles and peaceful encounters while choosing whether to trust the aid of a cultist.*

Now this is unexpected. Your latest assignment from the Psijic Order is to go undercover in a Cyrodiil-based cult called the Order of the Waking Flame. After some prominent defections, there is a leadership vacuum in the Daedra-worshiping group, and you have been asked to infiltrate and investigate the obscure rites of the cult – used to disrupt the cultists if it turns out they're up to no good.

The unexpected thing, however, is that someone else is apparently already doing this. You've been approached by a small group dressed in Waking Flame robes who claim to be do-gooders in an outfit called the Soldiers of the Void. They say that they, too, are out to sabotage the Waking Flame's plans, as the Soldiers' leader has a vested interest in the Daedric Prince Mehrunes Dagon not being summoned to Tamriel (as, they argue, all sane people should).

One of the Soldiers explains that the Waking Flame is planning on sacrificing one of their own to empower Dagon's emissary, a Daedric lord called Moath. The first part of the sacrifice will take place at a well-known Ayleid ruin.

"Our idea was to wrest control of the sacrifice and tamper with it so that Moath is weaker when he is summoned to Nirn," the undercover cultist explains. "A weaker sacrifice leads to a weaker summoning. We could join forces to lighten our loads, but if you don't trust us, we can operate independently, too. We won't expose your secrets."

Starting Location: Castle Black Boot

Special Setup Instructions:

Set aside quest enemy: **Xivilai Moath**.

Choose whether to accept the help of the cultists. If you do, log it in your campaign journal and the level 10: **Orc Wizard** becomes a companion controlled by the party. If ☊ is 3+, use level 20: **Nord Pyromancer** instead.

Quest Objective:

Travel to Sedor or to any unstable landmark adjacent to Imperial City and initiate the following clash (recommended by day 4).

Add ☊ level 1 enemies to the EP and deploy them last. If you are in Session 2, add level 5 enemies instead.

As soon as there is only a single undefeated enemy in play, units may no longer lose HP for any reason for the rest of this battle. This effect can interrupt an effect or action.

This encounter is successful at the end of a round in which there is only 1 undefeated enemy in play. Set aside the remaining enemy's HP.

Battle Map Setup:

Battle Objective - Special

Rewards: 2 ✪

When completed, go to entry: B25 *(pg. 29)*

A28 Cloak and Dagger

Complexity: 2

Eyes of the Queen

Session Snapshot: ***By combat or other means, smuggle assets out of Imperial City. If you fail, you don't fail the quest, but the final battle is more difficult.***

A Wood Elf agent named Ceriel approaches you about a dangerous Eyes mission in the heart of Cyrodiil.

"We've received word that a couple of Black Worm cultists want to defect to us," she says. "They'll give us information on the inner workings of the cult and its goals, and in return, we'll give them protection and clemency for their... unsavory hobbies." She curls her lip at the thought.

"Anyway, I don't make the rules; Raz does," she remarks, referring to the leader of your spy agency. "You'll need to infiltrate the Imperial sewers to grab the defectors and get them out without being identified. We don't want this making its way back to the Eyes."

Starting Location: Castle Black Boot

Special Setup Instructions:

Add the following quest unit, depending on ☊, to the enemy bag of your choice. Log which bag it is added to in your campaign journal.

1 player: Morag Tong Assassin

2 players: Watcher

3 players: Enraged Deslandra

4 players: Empowered Deslandra

Set aside quest unit: **Razum-Dar**.

Quest Objective:

Travel to Imperial City and initiate a town encounter (recommended by day 4).

At the end of the Encounter Phase, you must resolve 1 of the following options to smuggle the Black Worm defectors out of the city:

Slink out under cover of darkness: A single adventurer must roll a combination of 4 available Acrobatics, Shadow, Illusion (VW), or Legerdemain (VW) skill dice. If no ○ are rolled, all of the skill dice are drained, each other adventurer must drain 4 available skill dice (or as many as possible), and this option is successful. If the option is unsuccessful, the rolled skill dice are exhausted.

Seek smuggler's passage out of the city: Make a social check (☊ x 5). Adventurers may choose to discard items to decrease the difficulty of the check by 1 for each item discarded.

Fight your way out: Initiate the Imperial Sewers dungeon. Deploy level 10: **Worm Warrior** to Hex A. If you are in Session 2, deploy level 20: **Worm Anchorite** instead. Then, calculate an EP and deploy enemies, treating Hexes B-D as Hexes 5-7. Party members deploy to any hex on the entrance tile. If this option is successful, gain an additional 2 XP during the day's Reward Phase.

If your option is successful, proceed to Quest Step B29 at the end of the day. If it is failed, the quest is not failed. Proceed to Quest Step C30 at the end of the day without gaining the XP reward for this step.

BATTLE OBJECTIVE

Ongoing Step Effects:

When a quest unit is drawn from the bag, it is used in place of the normal enemy that would have been drawn and subtracts from the EP as if it is a normal enemy. At the end of a battle in which a quest unit is defeated, it is returned to the box as normal, instead of to the enemy bag.

You may not gain fatigue to increase overland movement during the Overland Phase.

Rewards: 1 ✶

When completed, go to entry: B29 *(pg. 30)* **or C30** *(pg. 35)*

A Crooked Circle

Circle of Champions

A33

Complexity: 3

Session Snapshot: *Chase down some counterfeit Circle of Champions fighters and initiate clashes with them before their map movement renders them too powerful.*

You receive a letter from Battlemaster Rizyn, leader of the Circle of Champions organization, requesting your assistance in an urgent matter. Though his concerns are more regulatory than competitive in this case, you judge that your combat prowess will still be an asset on your coming journey. After the customary greetings, Rizyn gets right to the point.

"Central Cyrodiil has become too dangerous for regular matches," he writes, "but by basing our closest battlefield at Istirus Outpost, we're not near enough to the front lines of the Three Banners War to crack down on those who are illegally using the Circle of Champions name. Recently, an unknown third party claiming to represent the Circle has started holding unlicensed fights in the area. These matches are dangerous and do nothing but damage our reputation, and I fear that their organizer has some nefarious ulterior motive. Track down these fights' whereabouts and shut them down by any means necessary. You will be joined by a fierce Circle competitor who often assists us with thorny matters. She's a Khajiit who keeps her true name a secret; her competitors know her only as 'Big Bad Bazri.'"

You've heard of this person. Bazri is known as a formidable opponent who wouldn't hesitate to take a cheap shot if it earns her a victory. You tell yourself to expect extra muscle but not someone who will have your back.

Starting Location: Fort Warden

Special Setup Instructions:

Place a token in Cropsford. This represents the traveling fighters. Designate an area to place set-aside HP chips, tokens, and enemy chips, which will be used per quest instructions.

Set aside quest unit: **Big Bad Bazri**.

Quest Objective:

Travel to the traveling fighters and initiate the following clash (recommended by day 4). If you initiate this clash while the Ebonheart Pact is dominant, you will have more control over the next quest step.

Add all set-aside enemies to the EP and deploy them last. If there are no remaining unoccupied numbered hexes, deploy remaining enemies to the closest unoccupied hexes to Hex 1.

Before deploying party members, deploy Big Bad Bazri to the entrance tile. She is an opposing unit to all enemies. She is not a companion, but she does not consider party members to be opposing units (nor is she considered an opposing unit to party members). Replace her quest unit skill: **Cornered** with quest unit skill: **Swap**. Her Combat stat is . She takes her turn before adventurers and follows normal enemy movement and engagement rules. Each time Big Bad Bazri removes HP chips from an enemy, set those HP chips aside.

Ongoing Step Effects:

During the Activate Province Effect step, trigger the following effect in addition to the normal effect:

- : Roll 1 D6 and move the traveling fighters 1 hex in the direction indicated by the dice compass.
- : Roll 1 D6 and move the traveling fighters 2 hexes in the direction indicated by the dice compass.
- : Roll 1 D6 and move the traveling fighters 3 hexes in the direction indicated by the dice compass.
- **No Icon:** No effect.

When the traveling fighters move into a hex with a landmark, immediately resolve the following effect:

- : Set aside a level 1 enemy. If is 4, set aside a level 5 enemy instead.
- : Set aside an HP chip.
- : Each adventurer gains 2 light fatigue.
- : Roll the unstable die and apply the above effect matching the icon rolled.

After resolving the above effect, the traveling fighters continue their movement (if they have any left). The traveling fighters and party token may occupy the same hex.

If there are ever 11 or more set-aside HP chips, set aside a token and return all of the set-aside HP chips to the supply.

Battle Map Setup:

Rewards: 2

When completed, go to entry: B34 *(pg. 31)*

B02 Sewergate

Mages Guild

Ovidius thanks you for your assistance and further explains the situation. His Black Worm captive wriggles in vain nearby, mouth sealed, arms bound, and eyes wild with fury.

"I needed this one not just for the information in his mind, but for the darkness of his heart, which is key to opening some of the mechanisms that exist deep within the sewers," Ovidius explains. "When the Mages Guild pulled out of the Arcane University in Imperial City, we had to do so very quickly. We grabbed what documents and artifacts we could, but many valuables were left behind. Fortunately, some of what was lost was hidden away or simply mislaid in the chaos, and the guild has been able to sponsor some excursions into central Cyrodiil to reclaim selected items from time to time. These documents relate to a list of guild members embedded in the Black Worm Cult, and it would be very dangerous for these people if evidence of their true associations were to fall into the wrong hands. Thank you for doing your duty."

Quest Objective:

Travel to Imperial City while the Empire Remnant is not dominant and initiate the Imperial Sewers dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy level 10 enemies to ★ hexes in the East Wing. If you are in Session 2, deploy level 20 enemies instead.

Party members deploy to any hex adjacent to Hex D, instead of to the entrance tile.

For this step, the North Wing and West Wing are impassable. Quest unit: **Iudex Ovidius** is a companion controlled by the party. He may only target a single enemy when engaging. When Iudex Ovidius is deployed, level 10: **Worm Warrior** is deployed to a hex adjacent to him. The encounter is failed if either Iudex Ovidius or the Worm Warrior are defeated.

The Worm Warrior remains bound to Iudex Ovidius. While the Worm Warrior is bound to Iudex Ovidius, it does not move or engage on its turn. However, it deals 1 true damage to Iudex Ovidius. When Iudex Ovidius moves, the Worm Warrior must also move with him, immediately entering the hex Iudex Ovidius moved out of, so that they are always adjacent. When the Worm Warrior moves into Hex A, the West Wing is no longer impassable for the rest of the encounter.

At the end of the round in which all undefeated adventurers are adjacent to Hex B, proceed to Quest Step C03 without ending the current encounter.

BATTLE OBJECTIVE - SPECIAL

Rewards: 0

When completed, go to entry: C03 *(pg. 32)*

B08 The Cyrodiil Papers

Thieves Guild

Upon reaching safety, your newfound companion lets out a relieved sigh and stretches his tense limbs.

"Many blessings to you, kind stranger!" he says, his back to you. He turns to properly thank you, but his words catch in his throat when he sees you holding a blindfold, some rope and a variety of threatening implements. Before he can fully process the situation, you have your captive wriggling in fury, eyes covered and arms bound.

After a bit of non-lethal coercion, the cultist gives up the location of a vault in the bowels of the sewers where several magical documents are being kept. He also tells you the method of opening the vault: a volatile black soul gem. Unlike normal soul gems, these blighted alternatives require the souls of sentient creatures, like that of your fellow man, elf, or beastfolk. Not wanting to bloody your own hands, you inquire about where one may be pilfered instead. The cultist reluctantly informs you of three separate shipments, all being smuggled through different envoys of the three alliances. You tie your new friend to the nearest tree and go on your way, happily cataloging the cultist's angry curses as they fade from earshot.

Quest Objective:

Travel to Lipsand Tam, Sedor, or Wenyandawik and initiate the following clash (recommended by day 8).

Depending on the landmark where the clash takes place, add the following enemy to the EP and deploy it first:

Lipsand Tam: level 10: **Orc Wizard** (Session 2 - level 20: **Breton Archmage**)

Sedor: level 10: **Dark Elf Sentry** (Session 2 - level 20: **Argonian Warlord**)

Wenyandawik: level 10: **Khajiit Cultist** (Session 2 - level 20: **Khajiit Cutthroat**)

Place 1 HP under the cache. This cache is the black soul gem. Adventurers may move onto the black soul gem, initiating a lockpick check. After an adventurer successfully lockpicks the black soul gem, they discard the drawn item and place the black soul gem on their adventurer mat with its HP. When the adventurer attempting to lockpick the black soul gem adjusts a lockpick die, they must gain light fatigue equal to the amount of HP under the black soul gem (instead of the standard 1). If the lockpick check is unsuccessful, the black soul gem is not removed and the adventurer gains a Bane status die. If the adventurer with the black soul gem is defeated, the gem is placed in the hex they were occupying. Another adventurer can pick it up by moving into its hex (no lockpick check is required).

Each time an adventurer defeats an enemy, place 1 HP under the black soul gem, even if it has already been picked up.

This encounter is successful at the end of a round in which the adventurer holding the black soul gem is occupying the entrance tile. Set aside the black soul gem with its current HP.

If the encounter is successful, and all enemies were defeated or otherwise removed before the black soul gem was successfully lockpicked, gain an additional 1 XP during the day's Reward Phase.

Battle Map Setup:

Battle Objective—Special

3+ players: Add an additional 1 HP under the black soul gem during setup.

Rewards: 1

When completed, go to entry: C09 *(pg. 33)*

Flame Out
Fighters Guild

B13

You've been doing good work tracking down the cult, but as you've eliminated more cells, leads on the Waking Flame's remaining locations in the region have dried up. As Picks-Many-Fights guessed, you've also unearthed correspondence between Waking Flame members and an unidentified member of the Order of the Black Worm, although judging by the secretive nature of the letters, the Black Worm cultist seems to have an independent sphere of influence. Several of the letters are angry in tone, and it appears Waking Flame members were starting to express skepticism of the assistance being proffered by the Black Worm Cult. Apparently, the cult's various efforts, which included research into foreign-sounding terms like "reverse szmics" and "the Four Ambitions," had been fruitless of late, with the outside aid providing little of value.

Just as you're feeling ready to cease your hunt for Waking Flame outposts, however, an anonymous note is left in your camp overnight.

"Your work in Cyrodiil is noticed and appreciated," it reads. "Enclosed, you'll find the primary gathering place for the remaining Waking Flame in Cyrodiil. They have congregated there in the wake of your campaign, believing it to be a safe haven."

You eye the attached map with suspicion. It's at least worth checking out, right?

Special Setup Instructions:

If the Empire Remnant is dominant at the start of this step, log it in your campaign journal.

Quest Objective:

When you would initiate any encounter, you may choose to initiate the following clash instead, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

When setting up the clash, resolve the following modifications:

- If the Empire Remnant was dominant at the start of this step, add quest unit: **Anchorite Deslandra** to the EP and deploy her first. She deploys with additional HP equal to ♡ x 2.
- If the battlefront token is on the Empire Remnant space, each adventurer loses all tenacity.
- If neither of the above modifications is resolved, each adventurer gains 2 tenacity.

Ongoing Step Effects:

During the Activate Province Effect step, the overland icons do not trigger unless adventurers collectively spend ♡ tenacity. Blank results still trigger normally unless the adventurers collectively spend ♡ tenacity.

Battle Map Setup:

Rewards: 2 ✶ **When completed, go to entry: E14** *(pg. 41)*

B16 Extinguishing the Flame

Dark Brotherhood

True to form, your assassination effort in Aldmeri Dominion territory has made you public enemy number one in this part of Cyrodiil. Perhaps you should have expected it, but you're also surprised to see a rapidly-cohering narrative that the assassination was the work not of the Brotherhood or some motivated third party, but of the Daggerfall Covenant's espionage agency, the Ring of Daggers. You don't think you left behind any evidence that would suggest Covenant involvement, but you have two more victims of the Black Sacrament left to kill, and you resolve to make your next target the lieutenant ensconced in the Covenant bureaucracy. Hopefully, that will dampen these rumors.

Special Setup Instructions:

Set the Aldmeri Dominion as the dominant faction (do not move the battlefront token). Place a light fatigue die in Castle Black Boot, Castle Bloodmayne, and Vlastarus (these dice do count against the limited supply of light fatigue dice). If there are not enough dice in the supply, remove the required light fatigue from adventurers' cooldown tracks to place dice in the designated locations.

Quest Objective:

Travel to Fort Ash or Bruma and initiate the following clash (recommended by day 6).

Add ♡ level 1 enemies to the EP and deploy them last. The first enemy deployed must be 💀.

After a party member defeats an enemy that is not the Hex 1 enemy, set aside an HP chip.

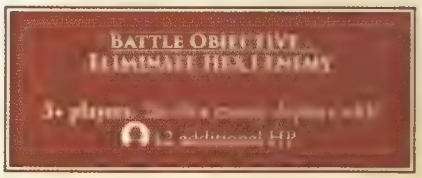
Ongoing Step Effects:

Towns with a light fatigue die in their hex are closed.

While the Aldmeri Dominion is dominant, increase the calculated EP of all battles by the number of set-aside HP chips.

When an adventurer takes the guild hall town action, they must either discard 1 ▭ or gain light fatigue equal to the number of set-aside HP chips.

Battle Map Setup:



Rewards: 2 ✶ **When completed, go to entry: C17** *(pg. 33)*

Strange Bedfellows
Psijic Order

B25

As planned, you and the undercover cultists were the only survivors of the sacrifice site. The same cultist who spoke with you earlier explains the next step of the Soldiers of the Void's plan.

"Now that the sacrifice has taken place, the remains must be ceremonially desecrated at a secret Waking Flame enclave in northwest Cyrodiil," he explains. "We must travel there, meet up with the real Waking Flame members, and burn the body with a cache of magical artifacts. Then, we will be able to summon Moath at the appointed time and immediately dispatch him."

He pauses. "Of course, travel will be difficult in this war-torn land. Perhaps a member of the Psijic Order could throw their weight around, make their influence felt?"

This is a troublesome comment. You had not disclosed your membership in the Order, and you've never been quite sure how the Soldiers of the Void learned of your undercover operation in the first place. You decide to continue with the plan, but vow to keep a closer eye on your disconcerting bedfellows.

Special Setup Instructions:

Align with the faction that has the most representation among all adventurers:

Empire Remnant: Imperials

Aldmeri Dominion: High Elves, Khajiit, Wood Elves

Daggerfall Covenant: Bretons, Orcs, Redguards

Ebonheart Pact: Argonians, Dark Elves, Nords

If there is a tie between 2 or more factions, you choose which of those factions to become aligned with.

Quest Objective:

Travel to the northwestern-most unstable landmark and initiate an encounter as normal (recommended by day 8).

At the end of the Encounter Phase, even if the encounter is failed, adventurers must collectively discard 🎧 + 1 items. If quest unit: **Orc Wizard** or **Nord Pyromancer** is still in your party, you may reduce the number of items you need to discard by 2. If you do not have enough items to discard, do not discard any items. The quest step is not completed, but the quest is not failed. You may initiate an encounter on this landmark on a future day and attempt to discard the needed amount of items then.

If your aligned faction is not dominant when resolving this effect, each adventurer must also drain 🎧 available skill dice. If they do not have enough available dice, adventurers must drain the required skill dice from their cooldown track.

After discarding items, log in your campaign journal how many of these items were 🎒 and how many were 👜. If 🎧 is 1 and you discarded 0 items, log that you discarded 1 🎒.

Rewards: 1 ✴

When completed, go to entry:
C26 *(pg. 34)*

B29 Cloak and Dagger

Eyes of the Queen

Though you and the defectors managed to give the Black Worms the slip, the cult evidently places a premium on its secrecy. As such, the way south to your extraction point has been barred by roving patrols of cultists and Imperial soldiers, looking to retrieve their traitorous countrymen. You decide to detour westward to lay low and gather supplies for the journey.

Speaking of the journey, it can't be over fast enough. The two cultists you retrieved are unpleasant, their blackened souls a perfect pairing with their pallid demeanor and poor personal hygiene. You've overheard them laughing about some sacrifice or torture they've committed, and it's tempting to "accidentally" let your blade slip and then report to Cariel that the operation was an unfortunate failure. But you have a job to do, and you've already come a long way to do it. Best that you see it through.

Quest Objective:

Travel to Chorrol and complete a town encounter (recommended by day 8). During the encounter, each adventurer must use at least 1 of their town actions to visit the shop. If the Daggerfall Covenant is dominant, you may travel to Fort Ash instead (and ignore the effect of Shifting Tides).

Ongoing Step Effects:

When a quest unit is drawn from the enemy bag, it is used in place of the normal enemy that would have been drawn and subtracts from the EP as if it is a normal enemy. At the end of a battle in which a quest unit is defeated, it is returned to the box as normal, instead of the enemy bag.

You may not gain fatigue to increase overland movement during the Overland Phase.

Rewards: 1 ✶ **When completed, go to entry: D31** *(pg. 38)*

Your assessment of Big Bad Bazri seems to be the correct one. Together, you shut down the first unsanctioned fight, but you quickly take over the interrogation of witnesses after the Khajiit beats one of them senseless. Those who remain say that the fight's organizer, who they could not name, appeared to be recruiting the combatants for some purpose, but you had interrupted the fight before they could learn what it was.

Bazri is impatient. "We are getting nothing from these fools," she says, slamming fist into palm. "We need to find the next one of these fights and see if they know anything more."

Special Setup Instructions:

Remove the token representing the traveling fighters from its current location and place it in Bruma. If the Ebonheart Pact was dominant when you initiated the Quest Step **A33** clash, you may place the traveling fighters in Cheydinhal or Castle Black Boot instead.

Quest Objective:

Travel to the traveling fighters and initiate the following clash (recommended by day 8). If you initiate this clash while the Daggerfall Covenant is dominant, you will have more control over the next quest step.

Add all set-aside enemies to the EP and deploy them last. If there are no remaining unoccupied numbered hexes, deploy remaining enemies to the closest unoccupied hexes to Hex 1.

Before deploying party members, deploy quest unit: **Big Bad Bazri** to the entrance tile. She is an opposing unit to all enemies. She is not a companion, but she does not consider party members to be opposing units (nor is she considered an opposing unit to party members). Replace her quest unit skill: **Cornered** with quest unit skill: **Swap**. Her Combat stat is . She takes her turn before adventurers and follows normal enemy movement and engagement rules. Each time Big Bad Bazri removes HP chips from an enemy, set those HP chips aside.

Ongoing Step Effects:

During the Activate Province Effect step, trigger the following effect in addition to the normal effect:

: Roll 1 D6 and move the traveling fighters 1 hex in the direction indicated by the dice compass.

: Roll 1 D6 and move the traveling fighters 2 hexes in the direction indicated by the dice compass.

: Roll 1 D6 and move the traveling fighters 3 hexes in the direction indicated by the dice compass.

No Icon: No effect.

When the traveling fighters move into a hex with a landmark, immediately resolve the following effect:

: The party must discard items equal to (or as many as possible; this only triggers once per day, even if the traveling fighters pass through multiple towns).

: Set aside an HP chip.

: Each adventurer rolls a status die and places it in their cooldown track.

: Roll the unstable die and apply the above effect matching the result rolled.

After resolving the above effect, the traveling fighters continue their movement (if they have any left). The traveling fighters and party token may occupy the same hex.

If there are ever 11 or more set-aside HP chips, set aside a token and return all of the set-aside HP chips to the supply.

Battle Map Setup:

BATTLE OBJECTIVE: CONQUER

Rewards: 2

When completed, go to entry: C35 *(pg. 36)*

C03 Sewergate
Mages Guild

Your unwilling guide has been of great help in navigating your treacherous environs, but you still feel harried by enemies seen and unseen as you pass through the sewers. As you round a bend, you see some masked figures before you and realize that some of your hidden difficulties are now making themselves known. Their leader cuts an imposing figure, but in the dim light it is difficult to make out too much of their facial features or build – or the number of their companions.

"I admire your tenacity," they say. "But I've been hired to retrieve these documents, and I daresay you've been misled about their contents. I have reason to believe this Ovidius fellow is the mole – but it's the Mages Guild he's been spying on. Might that be a valuable enough prize for your superiors that you'll let me steal these papers peacefully?"

Ovidius snorts in indignation. "Clearly, this scofflaw is telling you a cock and bull story because his paltry attempts to waylay us are proving insufficient," he cries.

Swinging around, he points his staff at you, a spark of flame dancing on its tip.

"Don't you go betraying the guild now," he sneers. "These papers are important, and I'll go through you to get them if need be."

Quest Objective:

Set the Round Counter to 1. The North Wing is no longer impassable. Deploy level 5 enemies to any ★ hexes in the West Wing (or the closest unoccupied hexes to the ★ hexes in the West Wing if they are all occupied). If you are in Session 2, use level 10 enemies instead.

After following the setup for this quest step, you may choose to reject the words of the thieves. If so, proceed to Quest Step D04 without ending the current encounter or reading the rest of this step's text, and do not gain the XP reward for this step. If you instead choose to believe the thieves, keep reading.

Deploy additional level 5 enemies to any remaining unoccupied ★ hexes in the West Wing. All enemies deployed to the West Wing during this step become companions controlled by the party. These are the thieves.

Level 10: **Worm Warrior** is immediately defeated, and quest unit: **Iudex Ovidius** becomes an enemy. He now targets as indicated on his chip. Then, calculate an EP using the end of session difficulty EP and deploy enemies to the numbered hexes. When deploying enemies, use as many enemies as possible.

This encounter is successful at the end of a round in which all undefeated adventurers and at least 1 thief companion are occupying hexes adjacent to Hex C. After this encounter is successful, proceed to Quest Step E05.

[redacted]

Rewards: 3

When completed, go to entry: D04 *(pg. 37)* **or E05** *(pg. 40)*

The Cyrodiil Papers C09
Thieves Guild

The soul gem pulses a morbid, blue-black glow. As your recent skirmish with the alliance envoy demonstrated, its hunger for souls remains unslaked. The Thieves Guild has always favored a job without bloodshed, but you realize that you'll need to be extra careful when carrying around such a potent avatar of destruction. After you reported on your progress to the guild, you received more direction about the identifying features of the document you're tasked with recovering. Apparently, it contains evidence that a prominent Mages Guild member named Iudex Ovidius is in league with a powerful magician named Deslandra who has been using her mole to manipulate the guild toward serving her interests. You stow the gem away in your pack and set out for the Imperial City. If your information is correct, there is no chance this Ovidius will stand idle while you make a play for the vault.

Quest Objective:
Travel to Imperial City and initiate the Imperial Sewers dungeon, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After deploying enemies, deploy level 5 enemies to ★ hexes in the East Wing. If you are in Session 2, deploy level 10 enemies instead.

Party members deploy to any hex adjacent to Hex C, instead of to the entrance tile.

For this step, the West Wing is impassable.

While adjacent to Hex A in the Cistern, an adventurer may spend 1 tenacity during their turn to place the black soul gem in Hex A if it is unoccupied. The black soul gem can still gain HP, even after being placed.

At the end of each round in which the black soul gem is occupying Hex A, the gem loses 3 HP and all units adjacent to it are dealt 1 true damage. If this reduces the black soul gem to 0 HP, remove it and proceed to Quest Step D10 without ending the current encounter.

Ongoing Step Effects:
Keep the cache set aside with its HP. This is still the black soul gem. It is no longer carried by a specific adventurer, and does not drop upon an adventurer's defeat.

After each time an adventurer defeats an enemy, roll 1 D6. If the rolled result is equal to or higher than that adventurer's Magicka stat, add 1 HP to the black soul gem.

[redacted]

Rewards: 0

When completed, go to entry: D10 *(pg. 37)*

Extinguishing the Flame C17
Dark Brotherhood

Two-thirds of Cyrodiil would now like nothing better than to see you dead, but that just means you're doing your job. Your most recent assassination has indeed put to rest speculation that the killing in Dominion territory was the work of Covenant spycraft, but unfortunately, now all eyes have turned to the Ebonheart Pact's Hidden Armigers as the likely culprit. Considering you have one more target and they happen to be undercover in the Pact, you'd like nothing better than to knock off the mark and then knock out of Cyrodiil altogether for a long vacation.

Special Setup Instructions:
Set the Daggerfall Covenant as the dominant faction (do not move the battlefront token). Place a light fatigue die in Bruma, Fort Ash, and Fort Warden (these dice do count against the limited supply of light fatigue dice). Do not remove the light fatigue dice on other towns. If there are not enough dice in the supply, remove light fatigue from adventurers' cooldown tracks to place them in the designated locations.

Quest Objective:

Travel to Chalman Keep or Cropsford and initiate the following clash (recommended by day 9).

Add level 1 enemies to the EP and deploy them last. The first enemy deployed must be .

Each time a party member defeats an enemy that is not the Hex 1 enemy, set aside an HP chip.

Ongoing Step Effects:

Towns with a light fatigue die in their hex are closed.

While the Aldmeri Dominion or Daggerfall Covenant is dominant, increase the calculated EP of all battles by the number of set-aside HP chips.

Each time an adventurer takes the guild hall town action, they must either discard 1 or gain light fatigue equal to the number of set-aside HP chips.

Battle Map Setup:

BATTLE OBJECTIVE – ELIMINATE HEX 3 ENEMY

3+ players: The first enemy deploys with x2 additional HP

Rewards: 2

When completed, go to entry: D18 *(pg. 38)*

C26 Strange Bedfellows

Psijic Order

The other boot has dropped. The day after the second step of the sacrifice, you wake to find the Soldiers of the Void gone. In their place, you find a hastily-scrawled note.

"Thank you for the assist!" you read. "We can execute Xivilai Moath's destruction on our own, without endangering you. Perhaps we'll meet again in some forbidden enclave!"

You frown. Just how stupid do they think you are? You check the location of the sacrificed body and see that while the corpse is still there, there is no sign of the magical cache that was supposed to be desecrated along with it. Had all this been a ploy for these charlatans to gain these magic artifacts, or was it simply an additional benefit? You can't be sure, but you decide to accompany the remaining Waking Flame members to the summoning site just in case.

Special Setup Instructions:

If quest unit: **Orc Wizard** or **Nord Pyromancer** is still in your party, return it to its enemy bag. It is no longer a companion.

If you chose to accept the cultists' help in Quest Step **A24**, each adventurer must untrain 1 skill die or square stat token that belongs to the attribute row that has the most trained skill dice and stat tokens.

Quest Objective:

Travel to any conflict or unstable landmark and initiate the following delve, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

After you gain + 2 skyshards, deploy quest unit: **Xivilai Moath** to the closest unoccupied hex to the adventurer who gained the last skyshard (if there are no unoccupied hexes, deploy it to the closest unoccupied hex to the adventurer). If you are in Session 2, each adventurer also draws a level 10 enemy and deploys it to the closest unoccupied hex to them. Xivilai Moath deploys with the additional HP set aside from Quest Step **A24**. After Xivilai Moath deploys, no additional delve tiles can be revealed.

If you discarded more than in Quest Step **B25**, you must gain 1 fewer skyshard before Xivilai Moath deploys. If you are playing on Apprentice difficulty, you must gain 1 fewer skyshard before Xivilai Moath deploys.

BATTLE OBJECTIVE – ELIMINATE XIVILAI MOATH

Rewards: 4

When completed, go to entry: E27 *(pg. 44)*

Though you successfully made it out of the Imperial sewers with your disreputable charges, it was a messy exit, and the Black Worm Cult is hot on your tail. Before you can return to the extraction point, you'll need to meet up with a contact out west, where you can purchase some new identities for yourself and for the cultists.

You're terribly frustrated at yourself for the delay. The two cultists you've picked up seem to eye you with an ever-present hostility, as if gauging the opportune time to slit your throat. You have no idea what their responsibilities were within the Order of the Black Worm, but it's a safe bet it wasn't custodial work.

Quest Objective:

Travel to Cheydinhal and complete a town encounter (recommended by day 8). During the encounter, you must take a group town action to purchase new identities. If the Ebonheart Pact is dominant, you may travel to Cropsford instead.

To purchase new identities, make a social check (x 3). If unsuccessful, each adventurer must discard 2 items, but the new identities are still purchased. If any adventurer cannot discard 2 items, the new identities are not purchased, but the quest is not failed and the social check may be attempted again on a later day.

Ongoing Step Effects:

When a quest unit is drawn from the enemy bag, it is used in place of the normal enemy that would have been drawn and subtracts from the EP as if it is a normal enemy. At the end of a battle in which a quest unit is defeated, it is returned to the box as normal, instead of the enemy bag.

You may not gain fatigue to increase overland movement during the Overland Phase.

Rewards: 1

When completed, go to entry:
D31 *(pg. 38)*

C35 A Crooked Circle

Circle of Champions

At this point, Big Bad Bazri is making you more nervous than these unsanctioned fights. Following the second battle, in which she turned several once-mighty warriors into bloody pulps, she stormed off to parts unknown after you dared question her methods. You'll have to mention her behavior to Rizyn when this is all over.

You learned more from the survivors of the second fight. The organizers have been claiming to host the matches on behalf of a partnership between the Circle of Champions and a group called the Soldiers of the Void, which is looking for able-bodied warriors to join their ranks. You don't know what these Soldiers want, but you know it has nothing to do with the Circle. Judging by your interviews, you're hot on the tail of these pretenders, and you have no doubt about your ability to take them down once you find them.

Special Setup Instructions:

Remove the token representing the traveling fighters from its current location and place it in Vlastarus. If the Daggerfall Covenant was dominant when you initiated the Quest Step **B34** clash, you may place the traveling fighters in Cheydinhal or Chorrol instead.

Quest Objective:

Travel to the traveling fighters and initiate the following clash using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

Add quest unit: **Big Bad Bazri** to the EP and deploy her first. She gains all of the set-aside HP (may exceed Health stat). She functions as a normal enemy and maintains her printed skills. If you are in Session 2, she gains enemy skill: **Divert**.

After deploying enemies, for each set-aside enemy chip, remove a level 1 enemy and replace it with the set-aside enemy. If all level 1 enemies are replaced and there are any set-aside enemies remaining, deploy them to the closest unoccupied hexes to either Hex 2 or Hex 3. Then, each adventurer gains overfatigue equal to the number of set-aside tokens.

If the Aldmeri Dominion is dominant when you initiate this clash, each adventurer may either draw 1 or gain 5 tenacity.

Ongoing Step Effects:

During the Activate Province Effect step, trigger the following effect in addition to the normal effect:

: Roll 1 D6 and move the traveling fighters 1 hex in the direction indicated by the dice compass.

: Roll 1 D6 and move the traveling fighters 2 hexes in the direction indicated by the dice compass.

: Roll 1 D6 and move the traveling fighters 3 hexes in the direction indicated by the dice compass.

No Icon: No effect.

When the traveling fighters move into a hex with a landmark, immediately resolve the following effect:

: Set aside a level 5 enemy. If is 4, set aside a level 10 enemy instead.

: Set aside an HP chip.

: Each adventurer must either drain an available skill die or spend 1 tenacity.

: Roll the unstable die and apply the above effect matching the rolled result.

After resolving the above effect, the traveling fighters continue their movement (if they have any left). The traveling fighters and party token may occupy the same hex.

If there are ever 11 or more set-aside HP chips, set aside a token and return all of the set-aside HP chips to the supply.

Battle Map Setup:

BATTLE OBJECTIVE –
ELIMINATE BIG BAD BAZRI

3+ players: Conquer

Rewards: 2

When completed, go to entry: E36 *(pg. 46)*

SEWERGATE D04
Mages Guild

You don't like Ovidius's tone, but you decide that attitude alone is a shaky reason to believe an unseen sewer stranger. In your moment of hesitation and Ovidius's fury, however, the bound cultist manages to break free of his hex, firing deadly spells in your direction. For their part, the masked figure curses and disappears back into the shadows, but you're certain they're still lurking somewhere nearby, ready to steal what you're about to rightfully recover. As you fight on into the depths, you keep one eye on the mage who's gotten you this far, worried that he might not be so generous when it comes to getting you out.

Quest Objective:

Calculate an EP using the end of session difficulty EP and deploy enemies to the numbered hexes. When deploying enemies, use as many 💀 enemies as possible.

Level 10: **Worm Warrior** is no longer bound to quest unit: **Iudex Ovidius** and takes turns as a normal enemy. Iudex Ovidius may still target only 1 enemy while engaging.

This encounter is successful at the end of a round in which all undefeated adventurers and Iudex Ovidius are occupying hexes adjacent to Hex C.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3 ✴

When completed, go to entry: E06 *(pg. 40)*

THE CYRODIIL PAPERS D10
Thieves Guild

The ancient vault mechanism groans and shakes as the last of the soul gem's essences are drained from within. Up ahead, however, you hear more voices. Someone's gotten here before you!

At this moment, a couple of things happen at once. You see the body of the cultist you sprang from captivity, now crumpled and emaciated. Someone with a deep knowledge of soul magic must have used this cultist to open the vault directly. You also hear one of the voices address another who appears to be the ringleader, calling him "Ovidius." You weigh your options, knowing the desperation and rage sure to drive a man attempting to conceal his treachery from one of the most powerful guilds in Tamriel. Staying in the shadows, you call out to the mage's allies, encouraging them to leave now and explaining the kind of man Ovidius really is. A bolt of fire from the mage's staff flies in your direction, and you know your task will require a bit more bloodshed before its conclusion.

Quest Objective:

Set the Round Counter to 1 and place a 📦 cache in Hex B. The West Wing is no longer impassable.

Deploy quest unit: **Iudex Ovidius** to Hex B. Deploy 🎧 level 5 enemies to the ★ hexes in the West Wing, and 🎧 level 5 enemies to the ★ hexes in the North Wing. If you are in Session 2, deploy level 10 enemies to both wings instead. When deploying these enemies, use as many 💀 enemies as possible. If there are not enough unoccupied ★ hexes, deploy each remaining enemy to the closest unoccupied hex to an occupied ★ hex in the wing it was supposed to deploy to.

After an adventurer successfully lockpicks the 📦 cache, place the cache chip underneath their character chip (above their HP). If the lockpick check is unsuccessful, the cache is not removed. If the adventurer holding the cache is defeated, the cache chip is placed in the hex they were occupying. Another adventurer can pick it up by moving into its hex (no lockpick check is required).

Each time an adventurer ends their turn adjacent to a non-quest enemy, the party may make a social check (🎧 x the enemy's level) for each adjacent enemy. If successful, that enemy becomes a companion controlled by the party.

This encounter is successful at the end of a round in which the adventurer holding the 📦 cache is occupying Hex C.

BATTLE OBJECTIVE - SPECIAL

Rewards: 3 ✴

When completed, go to entry: E11 *(pg. 41)*

D18 Extinguishing the Flame

Dark Brotherhood

Your mission is accomplished, but the three alliances have fallen into recrimination and chaos, launching all manner of reckless attacks on their neighbors. You have no idea where all of the false information about the assassinations being military operations came from, but the rumors have been so persistent that you suspect someone is manufacturing them purposefully to sow chaos in the region. You know your matron won't want you to return without a full picture of who's manipulating this situation, so you spend some time investigating the source of these rumors and realize that the subsequent skirmishes have left the central part of Cyrodiil mostly unbothered by the three alliances' military presence. You've heard reports that a new Dark Anchor, one of the mysterious Daedric devices that have been dropping from the sky all around Tamriel, has come to rest just outside Imperial City. There's a good chance that whoever's fomenting this conflict may want to study the anchor in peace. You resolve to check it out.

Special Setup Instructions:

Set the Ebonheart Pact as the dominant faction (do not move the battlefront token). Place a light fatigue die in Chalman Keep, Cropsford, and Kingscrest Keep (these dice do count against the limited supply of light fatigue dice). Do not remove the light fatigue dice in other towns. If there are not enough dice in the supply, remove light fatigue from adventurers' cooldown tracks to place them the designated locations.

Quest Objective:

Travel to an unstable landmark adjacent to Imperial City and initiate an encounter there as normal (recommended by day 12, initiates the end of the quest).

When rolling the unstable die to determine the encounter type, treat a result as if it is a result. If a peaceful encounter is initiated, each adventurer must discard all items in their inventory before starting the encounter. After rolling the unstable die, you may re-roll the die if each adventurer spends 1 tenacity. This may be done multiple times.

If a conflict encounter is initiated, use the end of session difficulty EP. This quest step is successful if the encounter at the unstable landmark is successfully completed.

Ongoing Step Effects:

Towns with a light fatigue die in their hex are closed.

While the Aldmeri Dominion, Daggerfall Covenant, or Ebonheart Pact is dominant, increase the calculated EP of all battles by the number of set-aside HP chips.

When an adventurer takes the guild hall town action, they must discard 1 or gain light fatigue equal to the number of set-aside HP chips.

Rewards: 0

When completed, go to entry: E19 *(pg. 42)*

D31 Cloak and Dagger

Eyes of the Queen

Your preparations complete, you set out for Vlastarus, where Cariel has told you that Razum-Dar himself will be waiting to extract you and your accompanying ne'er-do-wells. The Order of the Black Worm is still pursuing the pair you smuggled out of the sewers, and you have a bad feeling that you'll be forced into at least one more tussle before all is said and done.

Special Setup Instructions:

If you purchased new identities in Quest Step **C30**, each adventurer must discard their current class and permanently replace it with a randomly drawn class of the same type. If an adventurer had promoted their previous class to master, they may set their new class to the master side as well.

Quest Objective:

Travel to Castle Black Boot and initiate the following clash, using the end of session difficulty EP (recommended by day 12, initiates the end of the quest).

If the quest unit shuffled into the enemy bag in Quest Step **A28** has not yet been defeated, remove it and add it to the EP, deploying it first.

If you did not purchase new identities in Quest Step **C30**, adventurers may discard a collective total of ❍ items to have quest unit: **Razum-Dar** become a companion controlled by the party.

Ongoing Step Effects:

When a quest unit is drawn from the enemy bag, it is used in place of the normal enemy that would have been drawn. At the end of a battle in which a quest unit is defeated, it is returned to the box as normal, instead of to the enemy bag.

You may not gain fatigue to increase overland movement during the Overland Phase.

Battle Map Setup:

Rewards: 2 ✶

When completed, go to entry: E32 *(pg. 45)*

E05 SEWERGATE
Mages Guild

You made a snap judgment to trust the thief, but it turned out to be the right one. Ovidius didn't take kindly to your impromptu turn-coating, but after a vicious struggle, you left him bleeding on the sewage-laden floor. The thieves lead you to the documents' hiding place and give you a peek before they take their leave with their rightfully stolen goods. Just as promised, the documents contain evidence that Ovidius was not a loyal member of the guild, instead sending a regular stream of correspondence about the group's innermost secrets to a third party called Deslandra. You resolve to take this information back to your guild leadership to see if any more can be illuminated about this mysterious figure.

In Session 1, choose 1 of the following options:

- If you pursue the leads found in the documents, select the Cyrodiil Dark Brotherhood Quest for Session 2.
- If you request a transfer to a less chaotic guild branch, select the Black Marsh Mages Guild for Session 2.
- If you wish to investigate other associates of Ovidius, select the High Rock Psijic Order Quest for Session 2.

In Session 2, the Mages Guild accepts your findings but doesn't commit to any further action. Ovidius was a highly respected figure in the guild, and even his biggest critics are resigned to letting his fate in the sewers be the end of the discussion. You know Ovidius was only a piece of the puzzle, so you seek out the thieves you met in the sewers, who reveal much more about Ovidius and his role in Deslandra's operation. You partner with them to distribute the information across Cyrodiil, hoping to bring Deslandra's secrets to light and turn the banners of war against her. Proceed to the Cyrodiil endgame quest for Session 3.

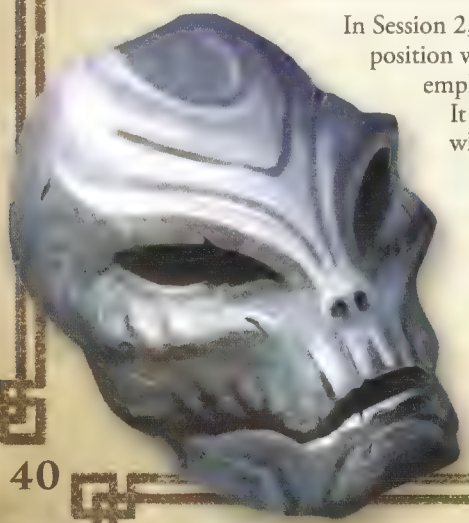
Gain Keyword: Eliminate Agent

E06 SEWERGATE
Mages Guild

You and Ovidius grab the documents and make it out of the sewers, but the mage only allows you to see a few of the papers, which relate to infiltration of the three alliances by a cult called the Order of the Waking Flame. When you ask about the undercover Black Worm agents, he cites confidentiality and quickly offers some excuse to leave the scene. When you return to the nearest guild hall, you send word to your supervisors about the mission, only to be told that there is no record of Ovidius setting out on such a journey. Concerned, you report on all you have seen and consider how you might track down the masked figure who spoke to you underground – or, barring that, their employer.

In Session 1, choose 1 of the following options:

- If you pursue the leads found in the documents, select the Cyrodiil Dark Brotherhood Quest for Session 2.
- If you request a transfer to a less chaotic guild branch, select the Black Marsh Mages Guild Quest for Session 2.
- If you investigate the masked figure and their interest in Ovidius, select the High Rock Outer Watch Guild Quest for Session 2.



In Session 2, the Mages Guild accepts your findings but hesitates to commit to further action. Ovidius's position within the guild makes him a difficult target to investigate. You manage to track down the employer of the masked figure, who is able to link Ovidius with a Wood Elf named Deslandra. It remains unclear exactly what the two have in store for Cyrodiil, but you decide to bring what you have learned to military leaders of the three alliances. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Intercept Intelligence

THE CYRODIIL PAPERS E11

Thieves Guild

Ovidius is a tough customer, but you manage to seize the documents and escape his grasp. When you show up at a pre-appointed meeting place to hand over the papers, you're surprised to see not an intermediary, but the buyer himself. The Redguard identifies himself as Bodean.

"You saw the power of Ovidius, and by that measure, you know the danger those of like minds and like power could present to Tamriel," he says. "I bring you your payment, but also an offer. I've watched your exploits from afar, and we could use more people like you. Join my group and take the fight to this Deslandra. Put your skills to a just use!"

You hesitate. Bodean shrugs.

"I've said my piece. Perhaps it's throwing in with a lot of do-gooders that you don't relish. In that case, I wish you well, and if I may be so bold, I suggest you look into Deslandra on your own, using your own... unique methods. My associates and I may be able to help."

In Session 1, choose 1 of the following options:

- If you take Bodean up on his offer, select the Cyrodiil Outer Watch Quest for Session 2.
- If you chase the thrill of high-stakes thievery, select the Skyrim Thieves Guild Quest for Session 2.
- If you decide to partner with Bodean, but only so you can take revenge on Ovidius, select the High Rock Outer Watch Quest for Session 2.

In Session 2, you sense urgency in Bodean's voice. Perhaps at one time, this could have been the start of a longer investigation, but Deslandra's plans are nearing fruition. Bodean tells you he represents a group called the Outer Watch, which is ready to expose Deslandra's plans to the three alliances in the hope of directing their attention to a common threat. "Military involvement will surely disrupt her, but we need a focused team ready to strike at her directly," he says, extending his hand. "Will you join me?" Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Gain Ally: **Bodean**

FLAME OUT E14

Fighters Guild

Sure enough, the map in the anonymous letter ended up being right on the money, and you managed to destroy or disperse the majority of the remaining Waking Flame cultists in the region. The identity of your helpful compatriot is still not forthcoming, however, so you bring the information (along with some of the Waking Flame correspondence you recovered) back to Picks-Many-Fights.

"Hmm..." he muses. "I can't divulge the identity of the group that hired us to weed out the cult – very secretive, have eyes everywhere, you know? But they would have just given us the information on the Waking Flame's base of operations up front. Clearly, this is a third party who also has an interest in ending the Flame's reign of terror. Perhaps it's this Black Worm cultist they were communicating with? Given how unhelpful that partnership ended up being, could be that has all been some sort of sabotage job."

In Session 1, choose 1 of the following options:

- If the reduction of cultists in the area has made the Imperial Sewers safer for infiltration, select the Cyrodiil Mages Guild Quest for Session 2.
- If you continue rooting out magical threats, select the Summerset Fighters Guild Quest for Session 2 (requires Summerset expansion).
- If you deduce who hired the Fighters Guild and seek them out for further employment, select the Skyrim Eyes of the Queen Quest for Session 2.

In Session 2, you request a posting in a Fighters Guild stakeout at a key Waking Flame location. To your surprise, you see no sign of Black Worm cultists, but instead spy members of a new faction called the Soldiers of the Void seizing the cult's old assets. The guild has learned that this group is headed by the Wood Elf Deslandra, who is rumored to also have connections within the Order of the Black Worm. A person with a place of power in multiple cults could be very dangerous indeed, so you decide to seek help in stopping Deslandra's plans now, before she becomes unstoppable. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Gain Notoriety

E19 Extinguishing the Flame

Dark Brotherhood

Though the exact nature of the Order of the Black Worm's mission is unknown to the general public, it's generally thought that the Dark Anchors are somehow linked to their ultimate plan. When you arrived at the area near the Dark Anchor, you did indeed find Black Worm cultists, as well as evidence that they were behind the rumors that have been making your life particularly difficult. As such, while you're cleaning up your "disruption" of their operations, you're surprised to find that the cultists were actually stripping the anchor of parts and carting pieces of it away, perhaps for off-site analysis. When you bring this report (as well as some Dark Anchor pieces you gathered) to Caerellius, she frowns.

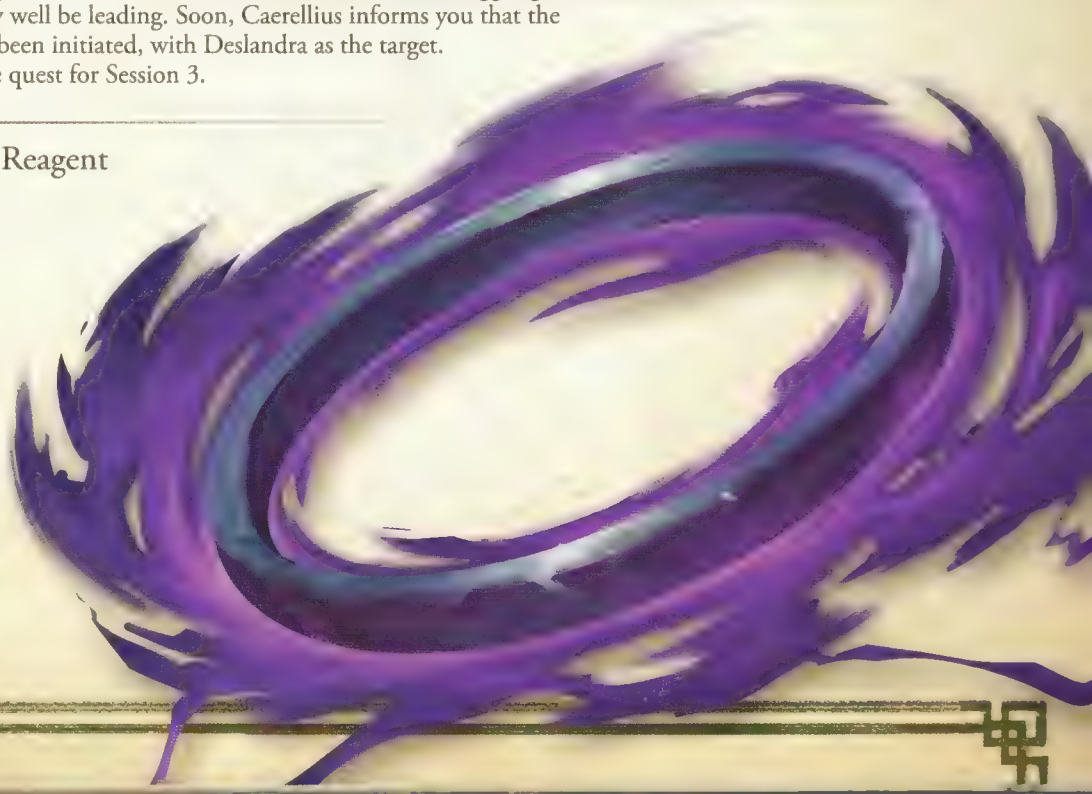
"A rogue agent appears to be at work inside the Black Worm Cult," she muses. "This may merit further investigation. The Brotherhood likes to know the players in every game."

In Session 1, choose 1 of the following options:

- If the chaos you've sown within the Waking Flame makes it ripe for infiltration, select the Cyrodiil Psijic Order Quest for Session 2.
- If the Brotherhood employs you once again for multiple assassinations, select the High Rock Dark Brotherhood Quest for Session 2.
- If you follow up on the Black Worm Cult's rogue agent, select the Hammerfell Fighters Guild Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you help expedite the investigation into this rogue agent. After capturing some additional cultists, it doesn't take much persuasion for them to identify a Wood Elf named Deslandra as the possible culprit. According to the cultists, Deslandra has been accused of undercutting the Order of the Black Worm's work and smuggling information to the Soldiers of the Void, a rival group Deslandra may very well be leading. Soon, Caerellius informs you that the Black Sacrament has once again been initiated, with Deslandra as the target. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Recover Reagent



Artifact or Artifiction
Undaunted

E21

You didn't find everything the Drake of Blades claims to have hidden, but the cache you found certainly has plenty of value – enough to woo the mysterious attacker who sought to irrevocably end your career in the caves below. She seemed unpleasant, and you're glad to have deprived her of whatever nasty use she would have gotten out of the artifacts, which are now safe and sound in your supply. Along with the artifacts, you've also retrieved evidence left by the Drake that more valuables may yet be found in hidden vaults within the Arcane University itself.

In Session 1, choose 1 of the following options:

- If you follow up on the promise of more treasure beneath the Arcane University, select the Cyrodiil Thieves Guild Quest for Session 2.
- If the allure of another enigmatic treasure hunter catches your attention, select the Morrowind Undaunted Quest for Session 2.
- If your talents for discretion and detection lead you to more dangerous prey, select the Hammerfell Dark Brotherhood Quest for Session 2 (requires Hammerfell expansion).

In Session 2, you decide to investigate your attacker further. Why might she have wanted these artifacts? Your search leads you to another cult plaguing Cyrodiil: the Soldiers of the Void. Though this Deslandra was wearing the clothing of Black Worm, she also has ties to this newer group, and it may be that she was using the Black Worm Cult's influence in the region to funnel resources to these upstart Soldiers. You decide that since she is freshly deprived of artifacts, the time is right to take the fight to her directly. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Obtain Artifact

The Early Guild Gets the Black Worm
Outer Watch

E23

Your operation complete, Bodean congratulates you on a job well done.

"You even managed to dig up more evidence on what Deslandra's operatives were working on," he says. "From what we have gleaned, it appears Mannimarco, the Black Worm Cult's leader, is attempting to use the Dark Anchors that have been rooting themselves to the ground around Tamriel to merge Nirn, our physical world, with the Daedric plane of Coldharbour. Deslandra detests Daedric influence, so there's no way she could be helping these efforts, and what you've uncovered confirms as much. Instead, it seems her Soldiers of the Void have been engaged in learning the ins and outs of how Mannimarco intends to conduct this ritual so that they can disrupt it for their own purposes. In fact, your pressure on the Soldiers' operation actually disrupted an experiment they were conducting on one of the Dark Anchors. Both planes will be in a highly volatile state when this... 'melding' of Mannimarco's, let's call it, would take place, so the potential magical effects are numerous and dangerous."

He sighs. "Answers always bring more questions. Still, this helps the Watch's cause considerably."

In Session 1, choose 1 of the following options:

- If your investigations into Deslandra lead you to a different sort of recruitment operation, select the Cyrodiil Circle of Champions Quest for Session 2.
- If you follow up on Deslandra's dark artifact experimentation, select the Morrowind Outer Watch Quest for Session 2.
- If you learn of a former contact of Deslandra's who has been taken into custody, select the Summerset Psijic Order Quest for Session 2 (requires Summerset expansion).

In Session 2, you and Bodean recognize that Deslandra will not let this setback halt her progress. With the connections you've made with the local military, you can quickly inform alliance leaders of the larger threat. Deslandra may still have her secrets, but a combined attack may be just the thing needed to bring her down for good. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Ruin Experiment

E27 Strange Bedfellows

Psijic Order

You're glad you didn't heed the Soldiers of the Void's note. Xivilai Moath was summoned, just as expected, and the Soldiers were there, too, but their efforts to defeat the Daedric prince were nowhere near strong enough. Fortunately, you provided the extra force needed to quickly return Moath to Oblivion – and, now doubting the motivations of your former compatriots, you smashed the artifacts they pilfered during the supposedly joint operation.

"All our covers are blown now," the Soldiers' de facto leader says. "Our honored head will not be happy that you took these relics from the Soldiers' cause, but it was in all of our interests that Moath stayed where he belonged. Soon, he'll be sealed off forever. I'll put in a good word for you, and maybe our leader will think well of you after The Great Nullification."

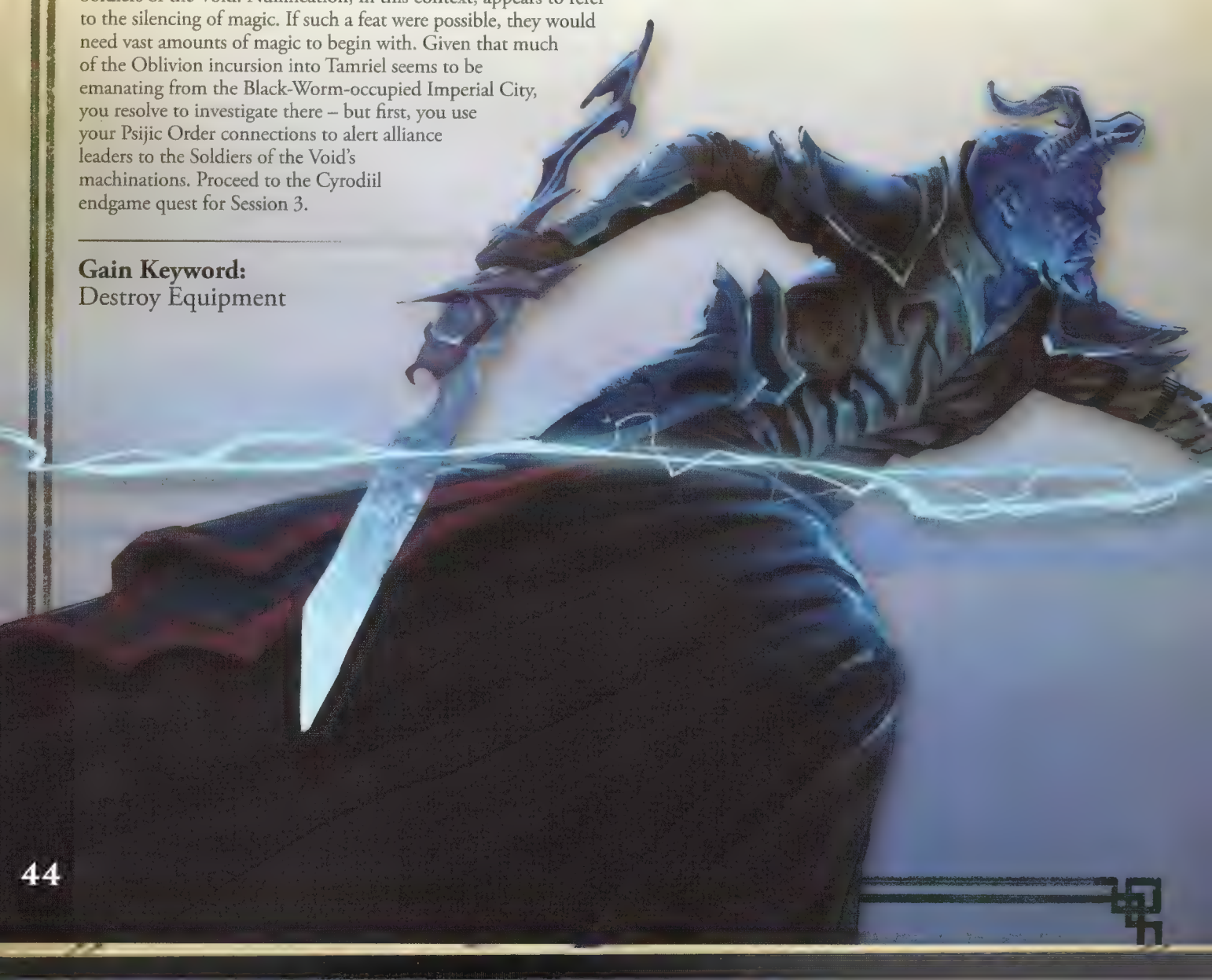
You press the man for more details, but he is not forthcoming. Wishing to avoid further bloodshed, you part ways, troubled.

In Session 1, choose 1 of the following options:

- If your time with the cultists alerts you to possible Black Worm defectors, select the Cyrodiil Eyes of the Queen Quest for Session 2.
- If the Order has need of you further to the south, select the Elsweyr Psijic Order Quest for Session 2 (requires Elsweyr expansion).
- If you prefer your infiltration operations a little less cult-centered, select the Black Marsh Eyes of the Queen Quest for Session 2.

In Session 2, you shudder at the words "The Great Nullification." Any time a cult gives something a grandiose title, it means trouble. Not wasting any time, you look to your Order for guidance on both the artifacts you destroyed and rumors about these Soldiers of the Void. Nullification, in this context, appears to refer to the silencing of magic. If such a feat were possible, they would need vast amounts of magic to begin with. Given that much of the Oblivion incursion into Tamriel seems to be emanating from the Black-Worm-occupied Imperial City, you resolve to investigate there – but first, you use your Psijic Order connections to alert alliance leaders to the Soldiers of the Void's machinations. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword:
Destroy Equipment



At least it's over. That's what you tell yourself at the end of this whole mess. You don't feel particularly good about liberating a pair of black-hearted cultists who will now enjoy a life of protection and autonomy, and after the hand you've had on the roads of Cyrodiil, you don't feel particularly well physically, either.

Sensing your demoralized state, Razum-Dar approaches you with some words of consolation.

"Raz knows spycraft can be nasty work," he says. "But we are already getting valuable information. Perfect example: According to our defectors, they have details about not only the inner workings of Mannimarco's schemes in Imperial City, but also of another cultist named Deslandra, who appears to be running her own operation inside the cult. These cultists think she is up to a separate scheme and is attempting to piggyback off of Mannimarco's work for some other goal. This one shudders to think."

You notice a distinct lack of shuddering.

"Anyway," the Khajiit says, turning to go, "give yourself some time and let Raz know when you are ready for the next mission. Or not. Raz does not like to pluck out an Eye, but what good is one that refuses to see?"

In Session 1, choose 1 of the following options:

- If you decide that the remaining cultists in Cyrodiil should be wiped out en masse, select the Cyrodiil Fighters Guild Quest for Session 2.
- If you take Raz's straight talk about the nature of the Eyes to heart, select the Morrowind Eyes of the Queen Quest for Session 2.
- If you'd like to wash your hands of this mess entirely, select the Elsweyr Circle of Champions Quest for Session 2 (requires Elsweyr expansion).

In Session 2, you decide Deslandra is the most immediate threat. All of Tamriel is aware of Mannimarco, but Deslandra is still an unknown, and unknowns are dangerous. You inform Raz of your decision, and he promises to utilize his connections throughout the three alliances to help nudge their forces in the right direction. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Disrupt Operation

E36 A Crooked Circle

Circle of Champions

"Battlemaster Rivyn," you write, squinting through your bandages, "the unsanctioned fights you wrote about have been shut down. Unfortunately, your faithful servant Big Bad Bazri was not as faithful as you believed. It turns out she was in league with the organizer of the fights, a cult known as the Soldiers of the Void. Bazri is believed to have been dispatched during the final confrontation with the fight organizers, but her body could not be recovered in the aftermath. If you would like to discuss further details or next steps in person, please advise in your response."

In Session 1, choose 1 of the following options:

- If you decide to chase your bruises with some cold hard coin, select the Cyrodiil Undaunted Quest for Session 2.
- If you follow up a lead on Big Bad Bazri's whereabouts, select the Valenwood Circle of Champions Quest for Session 2 (requires Valenwood expansion).
- If you look east for a gentler mission from an unlikely source, select the Black Marsh Dark Brotherhood Quest for Session 2.

In Session 2, you decide to look into the Soldiers of the Void. If they were able to use Bazri to infiltrate the Circle of Champions, it's possible they've infiltrated other organizations as well, possibly even the three alliances.

Through the connections the Circle has with powerful fighters from all of the competing factions, you are able to narrow down some leads, pointing to a secret operation in the heart of Imperial City. Fortunately, the Soldiers' run-in with you cost them their secrecy and their largest recruitment pipeline, setting you up for the perfect counterstrike. Proceed to the Cyrodiil endgame quest for Session 3.

Gain Keyword: Block Operative

Imperial Sewers

DUNGEON

Tiles Needed:

Entrance Tile
3-hex tiles x3
6-hex tiles x2
7-hex tiles x3
19-hex tile x1

Rules:

The Imperial Sewers are divided into 4 different sections: The North, East, and West Wings, and the Cistern. These sections are referenced by the quest instructions.

The 7-hex tile in the Cistern is considered to be a separate tile from the 19-hex tile underneath it, and it still affects sight.

When deploying party members, do not deploy to the entrance tile. Instead, the quest step determines where party members deploy.

Endgame
The All-Banners Battle

Day 1

Deslandra's schemes may have caught up with her – and with you, too. A few well-placed words on your part alerted key generals of the three alliances to Deslandra's attempts to gain power in the region, often in cooperation with the hated Order of the Black Worm. Much to your chagrin, however, all three armies sent a contingent of warriors to deal with her at once, each one hoping to get the glory for taking down the powerful mage. As the armies see each other on the battlefield, they hesitate, unsure whether to attack the Wood Elf's forces or the battalions of their rivals. Deslandra, heavily bedecked in combat gear, seizes this moment of uncertainty and orders her own forces to attack, disappearing into the chaos. You find yourself amidst a battle of four armies, and you figure you'd be better off if you helped one of them succeed as quickly as possible.

Encounter Setup:

Set the Empire as the dominant faction, but do not place the battlefront token. Set aside quest units: **General Deslandra**, **Iudex Ovidius**, **Zazito-do**, **Paradax Verus**, and **Ayleid Spirit Hunter**.

Set up the following clash. Do not calculate an EP. Instead, deploy level 10: **High Elf Necromancer**, level 5: **Breton Marauder**, and level 1: **Khajiit Bandit** to Hexes A1-3 and place a ♛ token on each. Deploy level 10: **Orc Wizard**, level 5: **Redguard Marauder**, and level 1: **Breton Bandit** to Hexes B1-3 and place an overland token on its non-♛ side on each. Deploy level 10: **Dark Elf Sentry**, level 5: **Argonian Marauder**, and level 1: **Nord Bandit** to Hexes C1-3 and place an unused skill line token on each. Deploy level 10: **Imperial Enforcer** to Hex D, placing an unused square stat token on it. Then, place level 5: **Imperial Marauder** underneath the Imperial Enforcer (above its HP). Lastly, deploy ☊ level 20 enemies to the numbered hexes. If you are playing on Adept difficulty, add 1 additional level 20 enemy. If you are playing on Expert difficulty, add 2 additional level 20 enemies. Any enemies that cannot deploy are set aside to become part of Deslandra's faction stack.

Encounter Rules:

Initiate the following clash.

Enemies in this clash belong to the following factions, indicated by the token (or lack thereof) placed on them:

Aldmeri Dominion: ♛

Daggerfall Covenant: Non-♛ overland

Ebonheart Pact: Unused skill line

Empire Remnant: Unused square stat

Deslandra: No token

Choose 1 faction to become allied with. You may not ally with Deslandra's faction. Units in your allied faction still function as enemies. However, they cannot target party members and cannot be targeted by party members.

Units belonging to a faction are opposing units toward all other units not in their faction. Enemies still take turns in the normal order, regardless of faction. All enemies ignore sight.

This encounter is successful at the end of a round in which units of only 1 or fewer factions remain undefeated. These units do not need to be from the faction you are allied with. Set the dominant faction to match the surviving faction. If no faction remains undefeated, the Empire Remnant remains as the dominant faction. If Deslandra's faction remains undefeated, remove the ⊸ token from play. Deslandra is now considered to be the dominant faction. Before the clash begins, you may look ahead to day 2 to see the effects of the different factions surviving.

Faction-Specific Rules:

When the Imperial Enforcer triggers enemy skill: **Rally**, it deploys the Imperial Marauder. When the Imperial Marauder triggers Rally, it flips and deploys the Imperial Bandit.

When the High Elf Necromancer triggers enemy skill: **Necromancy**, it only revives defeated units from its faction.

Battle Map Setup:

After a unit from Deslandra's faction is defeated, immediately deploy the next unit from her faction stack to an unoccupied hex on the entrance tile. If there are no unoccupied hexes, it defeats the weakest unit on the entrance tile and deploys there.

BATTLE SUBJECTS – SPECIAL

Rewards: 2 ✶

When completed, go to day 2

AVAILABLE KEYWORDS

GAIN ALLY

A trusted ally has leapt at the opportunity to join you on the field of battle.

The quest unit associated with your keyword becomes a companion controlled by the party.

INTERCEPT INTELLIGENCE

Your reports on Deslandra's allies in the region have earned you the trust of one of the alliances in the field.

For this clash, the enemies in your allied faction become companions controlled by the party. They ignore 1 defense on all of their targets.

MINOR KEYWORD - ADORNMENT

You have excelled not just at performing good deeds, but at taking credit for them. As you arrive on the battlefield, your name passes the lips of all involved.

Adventurers may use items in their pack as if they are in ready slots. Each adventurer also draws 2 ⛑ at the start of the clash.

Endgame
The All-Banners Battle

Day 2

Only read the following if Deslandra's forces did not emerge victorious in the last step. If Deslandra's forces were victorious, skip directly to the game text under Encounter Rules.

The general of the victorious force approaches you, thanks on her lips. It's clear after a brief conversation that she thinks Deslandra is simply another power broker in Cyrodiil, perhaps attempting to make her own play for the Ruby Throne or leadership of the Black Worm Cult. You decide it's best not to share your suspicions of Deslandra's more world-shattering motivations and to retire with your new companion to her camp to make preparations. The Wood Elf was spotted fleeing toward the Imperial City sewers, and you mean to chase her.

Encounter Rules:

Depending on the dominant faction, resolve the following effect:

Aldmeri Dominion: Each adventurer gains 5 tenacity and may promote their class to the master side. Then, they may draw up to 2 or remove up to 4 dice from their cooldown track.

Daggerfall Covenant: Each adventurer may untrain up to 3 skill dice or stat tokens, gaining bonus XP for what they untrain (always gain XP as if they were in the most expensive slot they had trained for that line). During today's Reward Phase, when XP is spent on tenacity, each adventurer may remove 1 fatigue die from their cooldown track for each XP they spend on tenacity.

Ebonheart Pact: Each adventurer may discard any number of items from their inventory. For each item discarded, they may remove 1 die from their cooldown track, heal for 1 HP, or gain 1 tenacity. Then, they each may draw up to 2 and 2 .

Empire Remnant: Each adventurer may take an inn town action, advance their Cooldown stat by 1, or refresh all in their inventory.

Deslandra: Whether through incompetence or intentional malice, you helped Deslandra's forces wipe out the approach of the three alliances, along with the last gasp of the Empire. Unburdened by the threat of an approaching army, she is able to fully tap into the secrets of the Black Worm Cult. You may continue your assault on your own, with no assistance from Tamriel. Or, you may give up this foolish quest and join Deslandra. If you wish to continue, complete this step and proceed to the Adventurers Rest step/End of Day Phase, bypassing all of today's keywords. If you wish to join Deslandra, your campaign ends here, and you must forever reconcile with the new era of Deslandra's Tamriel.

Rewards: 1

When completed, go to day 3

Available Keywords

Gain Notoriety

Your prowess in combat has earned you special treatment in your ally's camp.

After resolving the dominant faction's effect, each adventurer may also resolve the effect of 1 other faction. They cannot select the Empire Remnant or Deslandra.

Obtain Artifact

In your adventuring, you've gained access to powerful healing artifacts once in possession of the Arcane University.

Each adventurer may gain any amount of light fatigue to gain the same amount of bonus HP. This may be done before or after adventurers resolve the dominant faction effect.

Endgame
The All-Banners Battle

Day 3

You offer to scout ahead of the full fighting force, secretly hoping you can get a better idea as to the shape of Deslandra's plans. You don't have to search for long. She has set up operations at the Baratheum Cestrata, the central part of the sewers directly below the Imperial City's mystical White-Gold Tower. She is already engaged in a ritual and is heavily guarded.

During your investigations, you've seen Deslandra or her surrogates cooperating and gathering intelligence on the Black Worm Cult, as well as Daedric activity in the region. You're no expert on Oblivion, but you think you're witnessing that intelligence pay off: at a magical window to a hellish dimension has spawned in front of the chief of the Soldiers of the Void.

"Mannimarco's Mistcmeld is almost upon us." Deslandra shouts, referencing the leader of the Black Worm Cult. "He seeks to combine Nirn with Oblivion, and we will strike at the moment the boundaries between the planes are at their most porous. Our ritual will break the chains of the Dark Anchors, and the resulting magical shockwave will sever the connection between our realm and the planes of magic forever."

You didn't understand everything she just said, but you understood enough to know that Deslandra is about to wield – or perhaps provoke – powers that could have a catastrophic effect on all living existence. You call for the attack, hoping the small army at your back will be enough to stop the incantation.

Encounter Setup:

Set up the Imperial Sewers dungeon.

Before deploying enemies, set aside the following enemies depending on the dominant faction. This is your faction stack. When instructed, these units deploy as companions controlled by the party.

Aldmeri Dominion: level 1: **High Elf Bandit**, **Khajiit Bandit**, **Wood Elf Bandit**

Daggerfall Covenant: level 1: **Breton Bandit**, **Orc Bandit**, **Redguard Bandit**

Ebonheart Pact: level 1: **Argonian Bandit**, **Dark Elf Bandit**, **Nord Bandit**

Empire Remnant: level 10: **Imperial Enforcer** and level 5: **Imperial Marauder**

Deslandra: No units

Then, deploy quest unit: **General Deslandra** to Hex A. Place quest units: **Iudex Ovidius**, **Zazita-do**, **Paradax Verus**, and **Ayleid Spirit Hunter** in a stack in that order from top to bottom. This is Deslandra's faction stack. If you are playing on Apprentice difficulty, you may remove 1 of these quest units from the stack, not including Iudex Ovidius.

Lastly, calculate an EP using the end of session difficulty EP and deploy those units to the numbered hexes. If there are no more unoccupied numbered hexes, continue to deploy enemies to the top of Deslandra's faction stack until the EP is depleted.

Depending on the dominant faction, party members deploy to any ★ hex in the following wing:

Aldmeri Dominion: West Wing

Daggerfall Covenant: North Wing

Ebonheart Pact: East Wing

Empire Remnant or Deslandra: Any ★ hex in any wing

Encounter Rules:

Initiate the Imperial Sewers dungeon.

At the end of each round, if General Deslandra is undefeated, deploy the top ☊ enemies from Deslandra's faction stack to the closest unoccupied ★ hexes to General Deslandra. She then heals for ☊ - 1 HP. If there are no caches in play, place a 👜 cache in the 4 cache hexes (even if occupied).

After each time a non-quest enemy is defeated by an adventurer, draw an enemy of the next lowest level (to a minimum of 1) and place it on the bottom of Deslandra's faction stack. If you are playing on Expert difficulty, the new enemy is the same level as the defeated enemy.

After an adventurer successfully lockpicks a cache, gain the item as normal and then place the chip underneath their character chip (above their HP).

These are the banners. While carrying a banner, an adventurer may move an additional 2 hexes during their move actions (including the move action in which they gained the banner). If an adventurer carrying a banner is defeated, the cache chip is discarded. If an adventurer moves into Hex B, C, or D while carrying a banner, the cache chip is discarded and you may reduce the Round Counter by 1 and deploy any unit from your faction stack to an unoccupied ★ hex in that wing.

If the Empire Remnant is dominant when the Imperial Enforcer triggers enemy skill: **Rally**, it deploys the Imperial Marauder. When the Imperial Marauder triggers Rally, it flips and deploys level 1: **Imperial Bandit**.

BATTLE OBJECTIVE - CONQUER (NOT INCLUDING UNDEPLOYED UNITS FROM DESLANDRA'S FACTION STACK)

When completed, go to the Epilogue

AVAILABLE KEYWORDS

BLOCK OPERATIVE

Your meddling in Deslandra's recruitment pool has thinned her army.

After deploying all enemies, remove quest unit: **Zazita-Do**, **Paradax Verus**, or **Ayleid Spirit Hunter** from Deslandra's faction stack. Additionally, you may replace 1 non-quest enemy in Deslandra's faction stack with a random enemy of the next level lower (to a minimum of 1). If none of the listed quest units were in Deslandra's faction stack to be removed, you may resolve the effect to replace 1 non-quest enemy a second time.

DESTROY EQUIPMENT

Deslandra's ritual is looking a little wobbly thanks to your previous run-in. The reinforcements she is bringing in through the portals are feeling the effects.

Each time an enemy is deployed from Deslandra's faction stack, it gains a Daze status die (including quest enemies). If you also have minor keyword: **Daedric Knowledge**, party members ignore 2 defense on all enemies.

DISRUPT OPERATION

With Deslandra's operations weakened, your allies are able to rally more support in the sewers.

After a banner is brought to Hexes B, C, or D, each party member heals for 1 HP. Additionally, each adventurer may remove 1 die from their cooldown track.

ELIMINATE AGENT

It seems Deslandra's mage assistant is permanently unable to rally to her aid.

Remove quest unit: **Iudex Ovidius** from Deslandra's faction stack and replace him with a random level 1 enemy.

GAIN ALLY

Add the quest unit associated with your keyword to your faction stack, even if they were previously defeated. You may flip 1 bandit in your faction stack to its marauder side (ignore if the Empire Remnant is dominant). If the Empire Remnant is dominant, your Imperial companions deploy with +1 HP.

GAIN NOTORIETY

You may flip 2 bandits in your faction stack to their marauder side (ignore if the Empire Remnant is dominant). If the Empire Remnant is dominant, your Imperial companions deploy with +2 HP.

Keywords continued on next page.

Available Keywords

Intercept Intelligence

Your investigations into Deslandra's blueprints have uncovered some secret passageways for your party to utilize, as well as some roadblocks to delay her reinforcements.

When a party member is deployed, they may deploy to any unoccupied ★ hex. When an enemy is deployed from Deslandra's faction stack, you may deploy them to any unoccupied ★ hex.

Obtain Artifact

When an adventurer would heal, they may instead heal a companion in sight for the same amount. If you also have keyword: **Dark Blessing**, this healing may exceed the companion's Health stat.

Recover Reagent

You give your companions a powerful potion you stole from Deslandra during your travels.

You may flip 1 bandit in your faction stack to its marauder side (ignore if the Empire Remnant is dominant). If the Empire Remnant is dominant, your Imperial companions deploy with +1 HP. Regardless of which faction is dominant, companions may move up to an additional 2 hexes on their turns and may move through other units.

Ruin Experiment

Your efforts to deny Deslandra Dark Anchor components have made the ritual unstable.

Each time an enemy is deployed from Deslandra's faction stack, it is dealt 1 true damage. At the start of each fatigue round, all enemies are dealt 1 true damage.

Minor Keyword - Adornment

Adventurers may use items in their packs as if they are in ready slots.

Minor Keyword - Rude

"You think you can escape the wrath of the woods?!" Next to Deslandra, you spy another Wood Elf, enraged and weary from a long journey, the red mark from your open-handed slap still visible on his cheek.

Deploy quest unit: **Arvan** (VW) to a hex adjacent to Deslandra with additional HP equal to ❍. He is an enemy and gains quest unit skill: **Swift**.

Endgame
The All-Banners Battle

Epilogue

Deslandra and her forces lie dead, and the portal into Oblivion has closed. Whatever this Mannimarco is up to sounds just about as bad as what you just stopped, but you have a feeling some other hero will handle that catastrophe. Your new general friend asks you if you have any idea what the now-slain Wood Elf was planning down here, but you feign ignorance. The threat has ceased; some things are better left unknown.